

Self-Adjusting Networks

Stefan Schmid

“We cannot direct the wind,
but we can adjust the sails.”

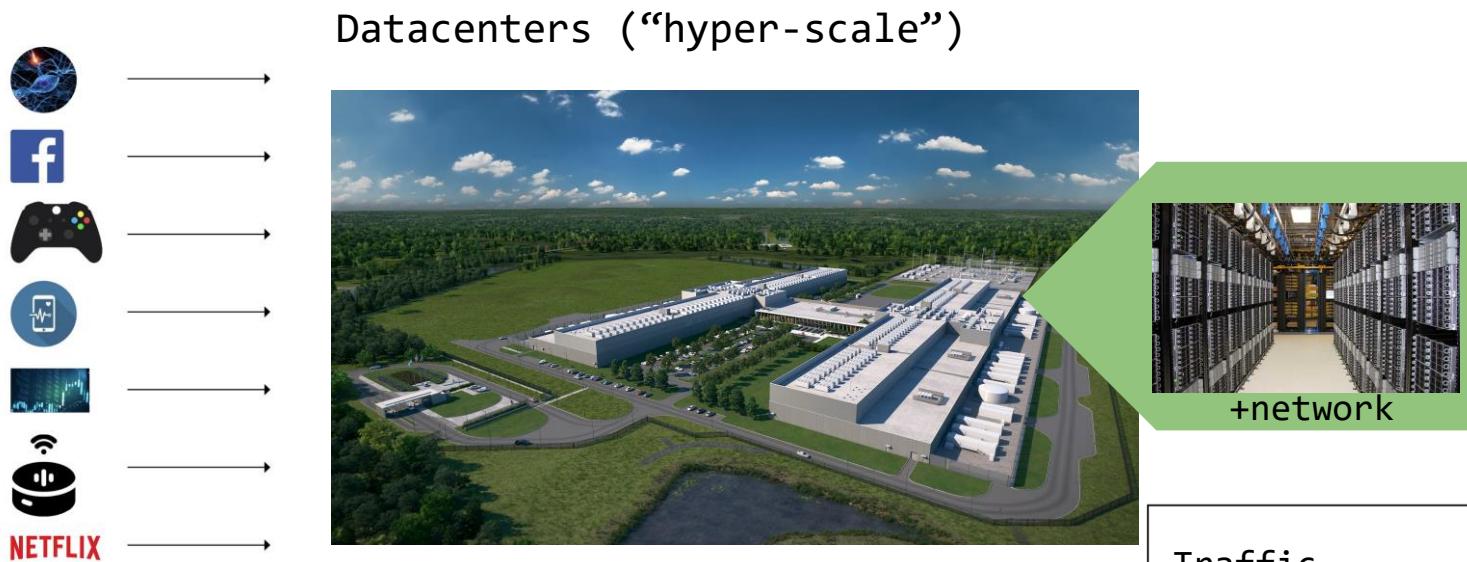
(Folklore)

Acknowledgements:



Trend

Data-Centric Applications



Interconnecting networks:
a **critical infrastructure**
of our digital society.

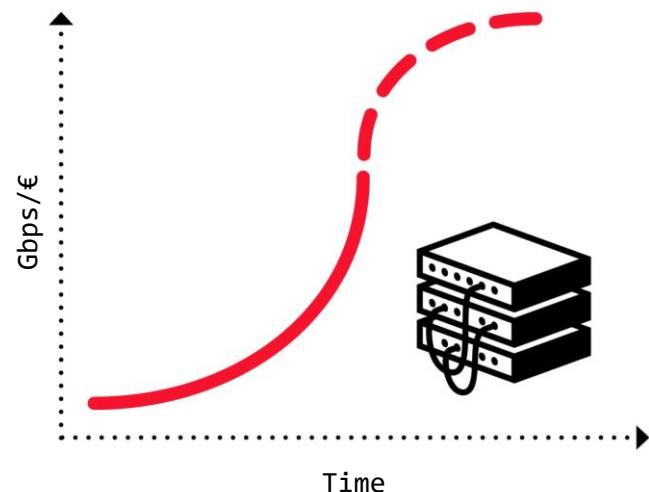
Traffic
Growth

Source: Facebook

The Problem

Huge Infrastructure, Inefficient Use

- Network equipment reaching capacity limits
 - Transistor density rates stalling
 - “End of **Moore’s Law** in networking” [1]
- Hence: more equipment, larger networks
- Resource intensive and: **inefficient**



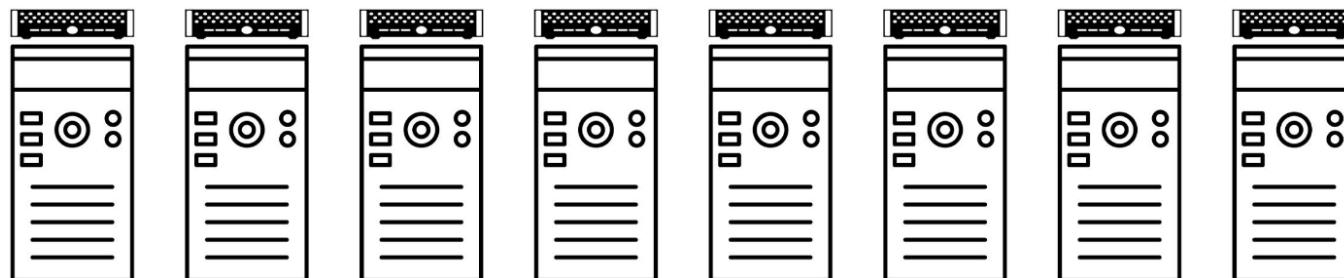
[1] Source: Microsoft, 2019

Annoying for companies,
opportunity for researchers

Root Cause

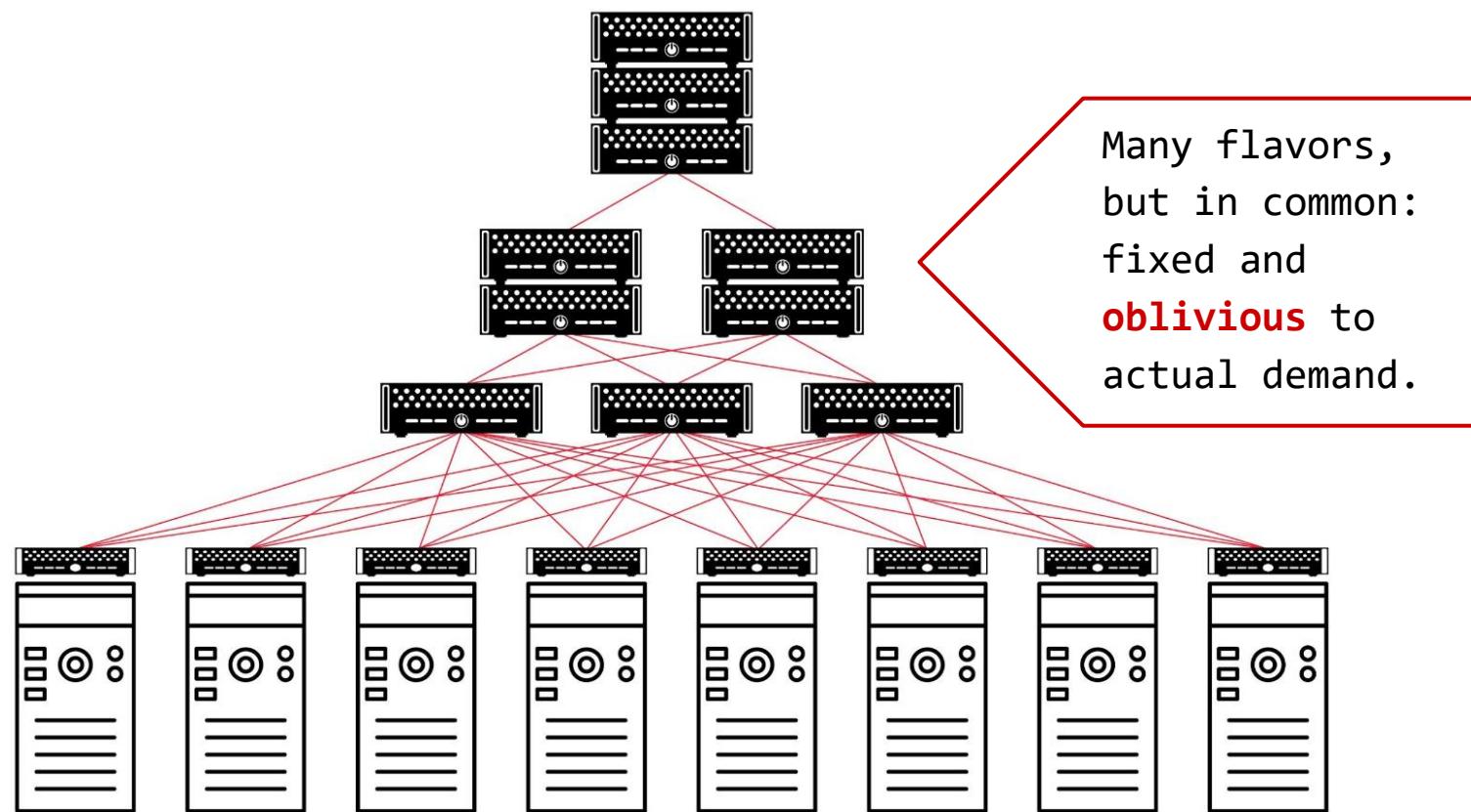
Fixed and Demand-Oblivious Topology

How to interconnect?



Root Cause

Fixed and Demand-Oblivious Topology

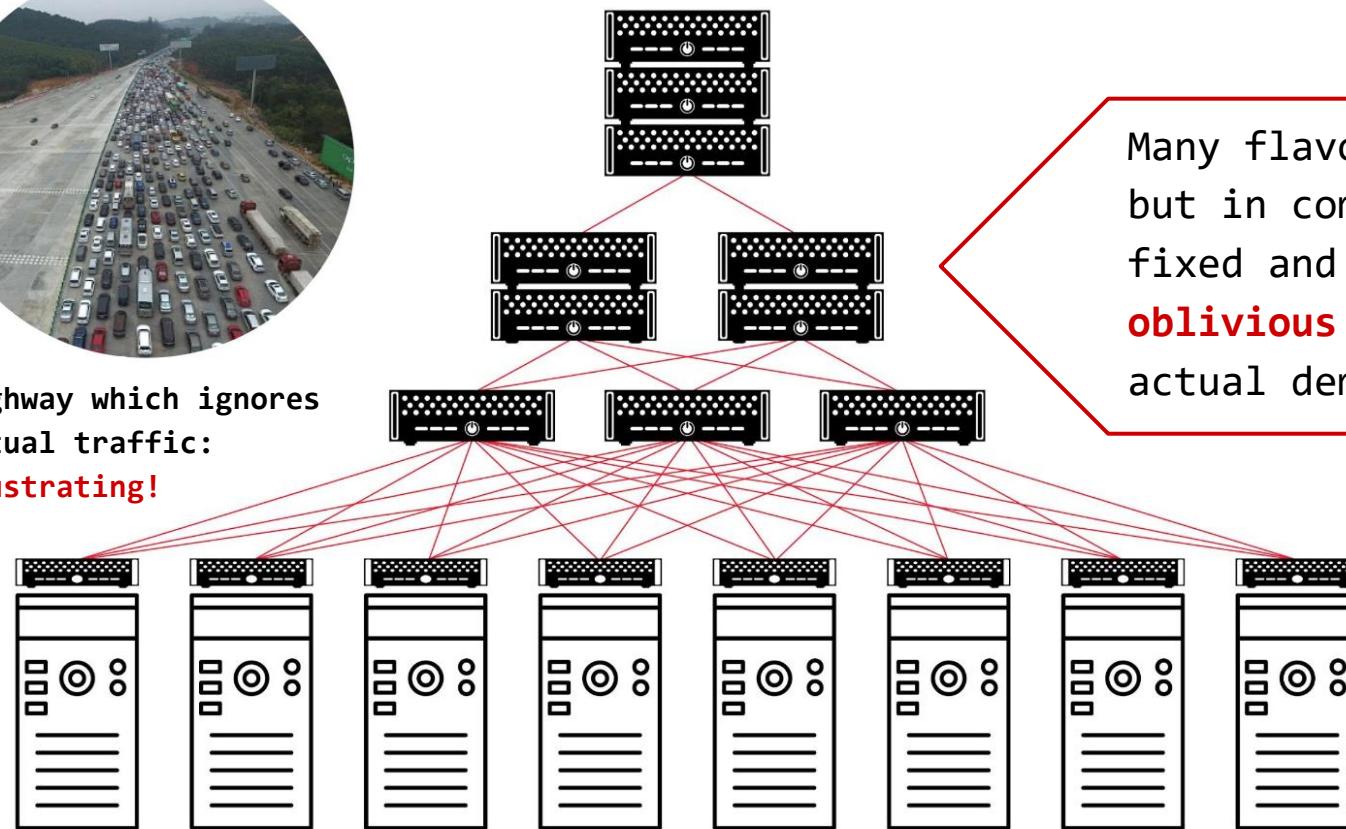


Root Cause

Fixed and Demand-Oblivious Topology

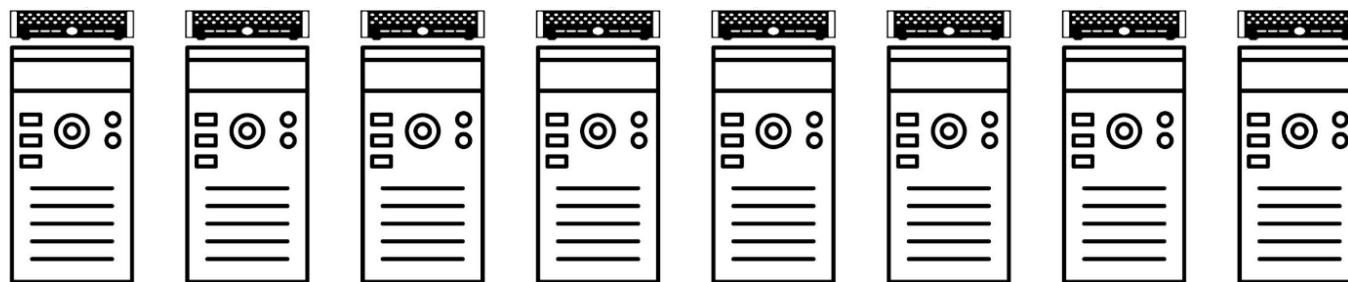


Highway which ignores
actual traffic:
frustrating!



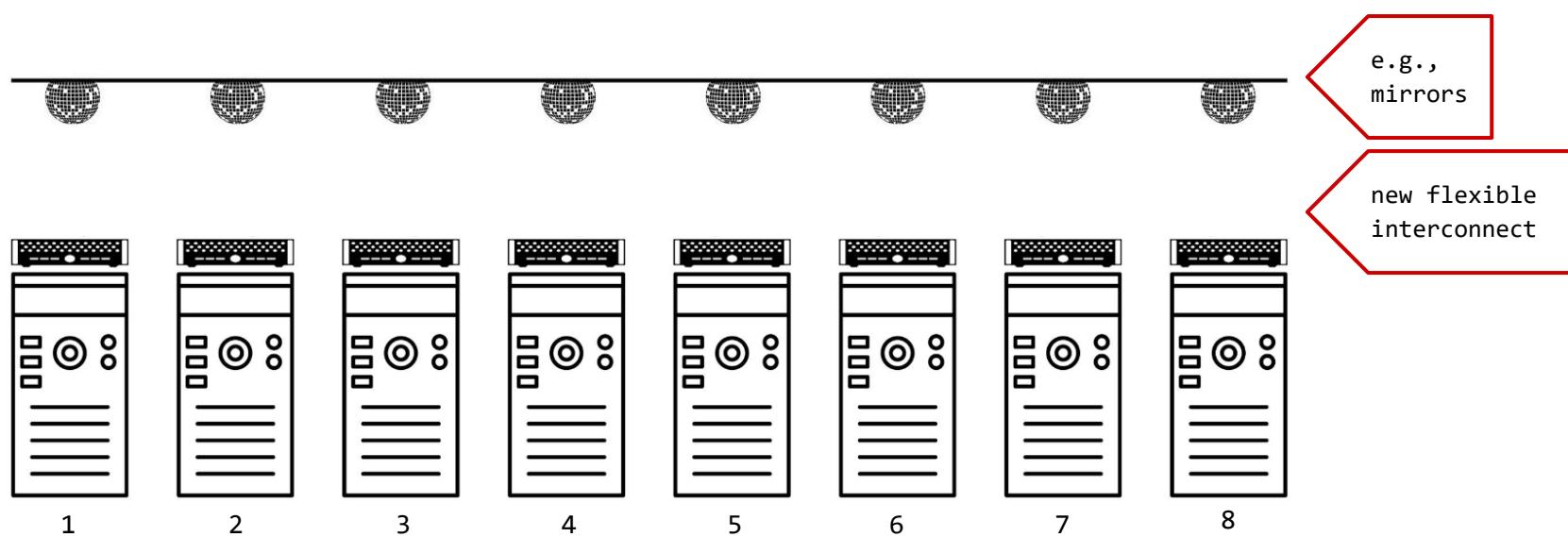
Our Vision

Flexible and Demand-Aware Topologies



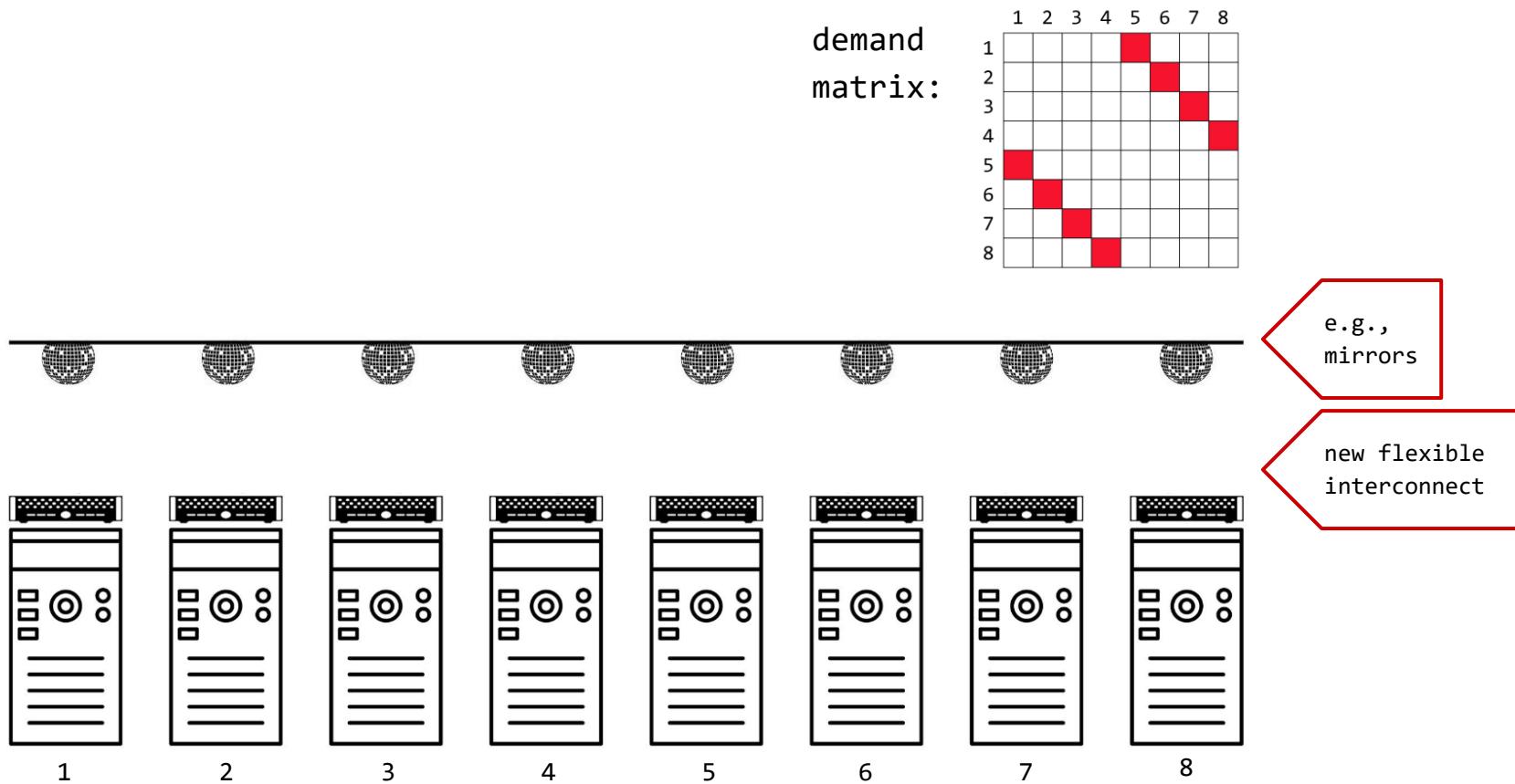
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Flexible and Demand-Aware Topologies



Our Vision

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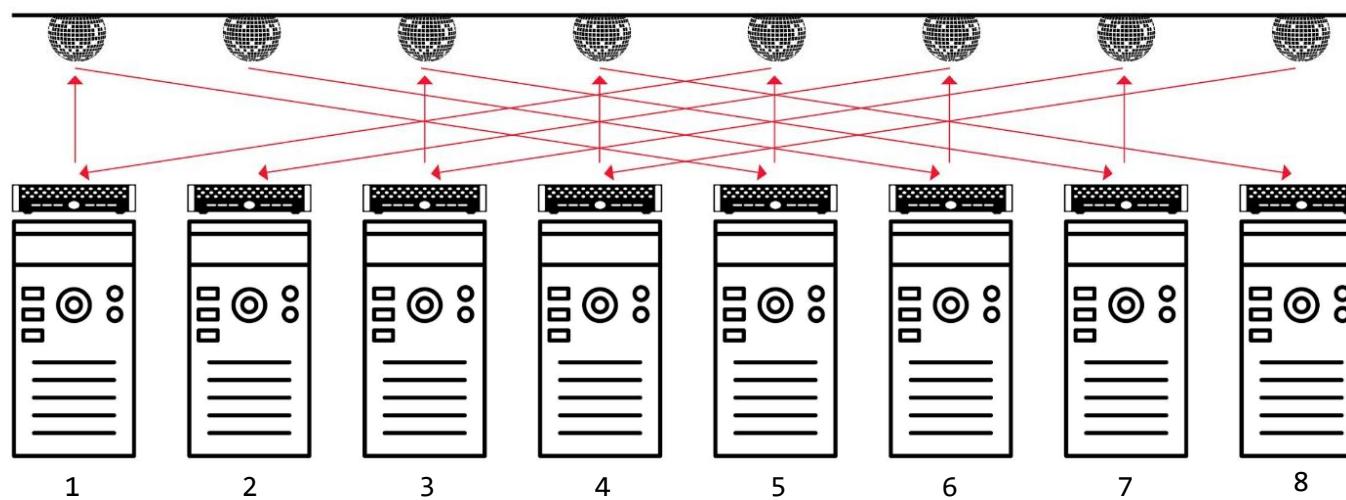
Our Vision

Flexible and Demand-Aware Topologies

Matches demand

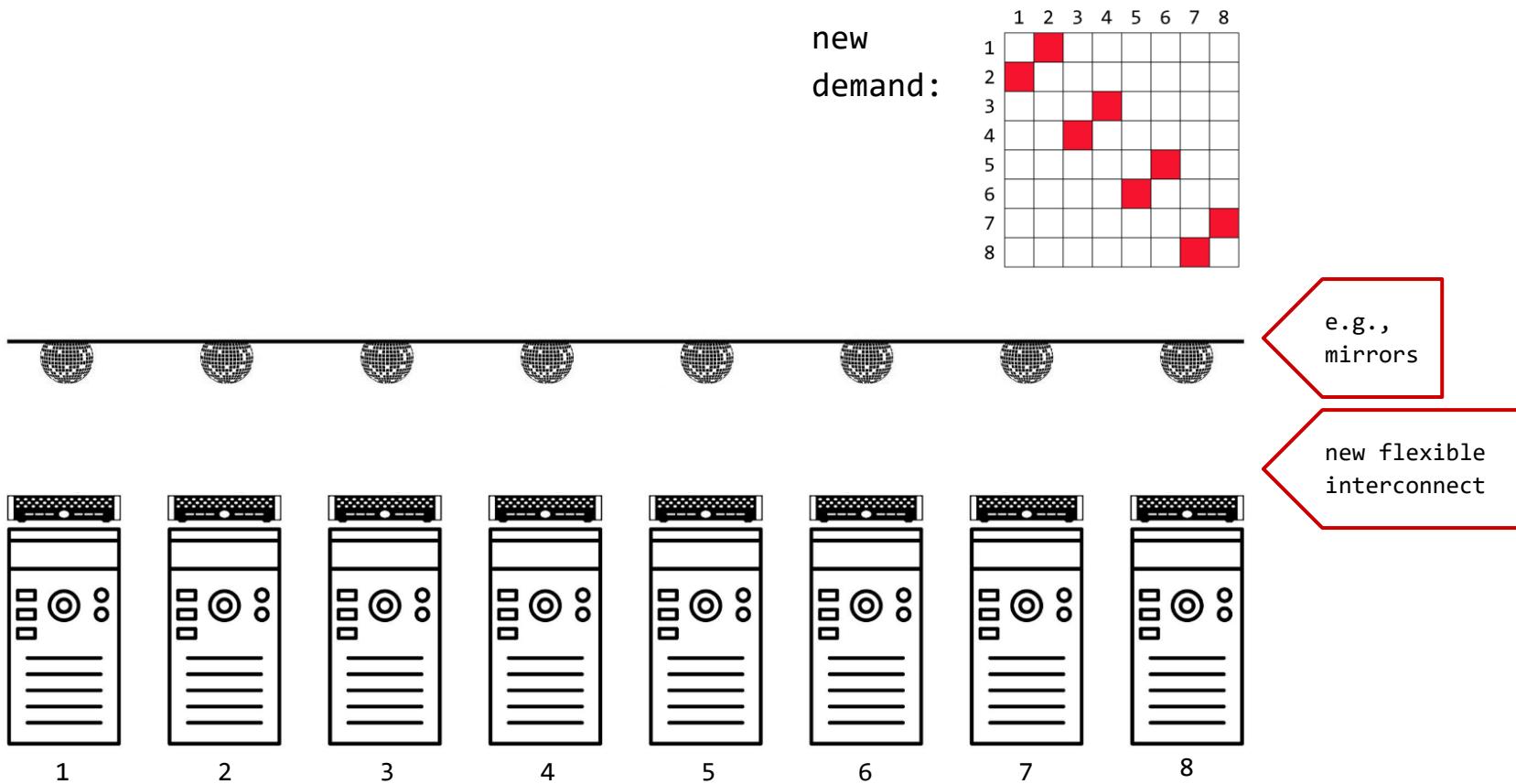
demand
matrix:

1	2	3	4	5	6	7	8
1					■		
2						■	
3							■
4							■
5	■						
6		■					
7			■				
8				■			



Our Vision

Flexible and Demand-Aware Topologies

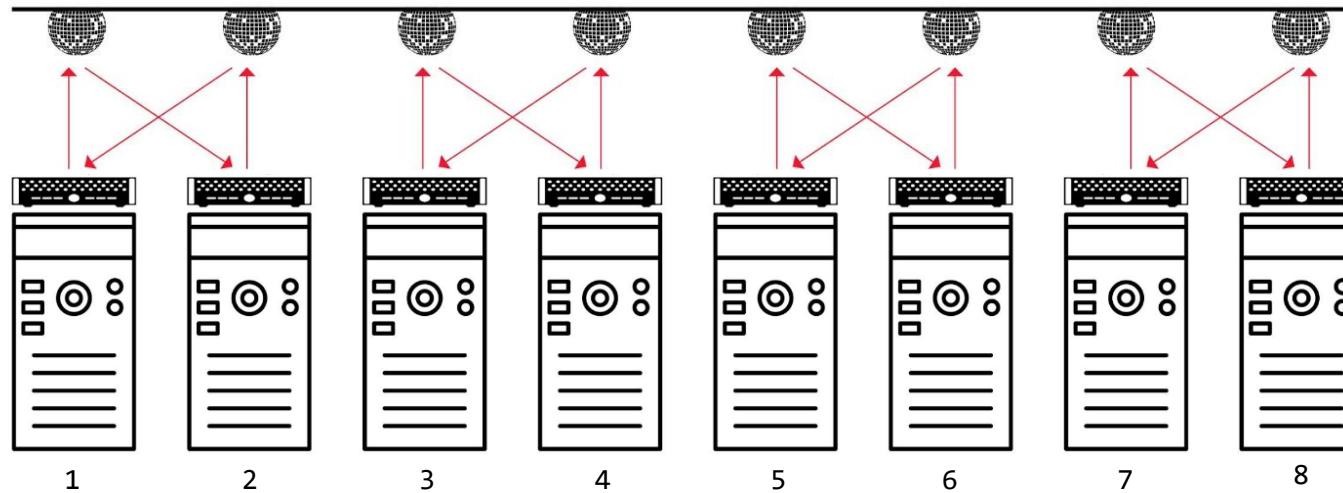
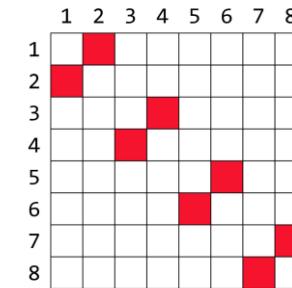


Our Vision

Flexible and Demand-Aware Topologies

Matches demand

new
demand:



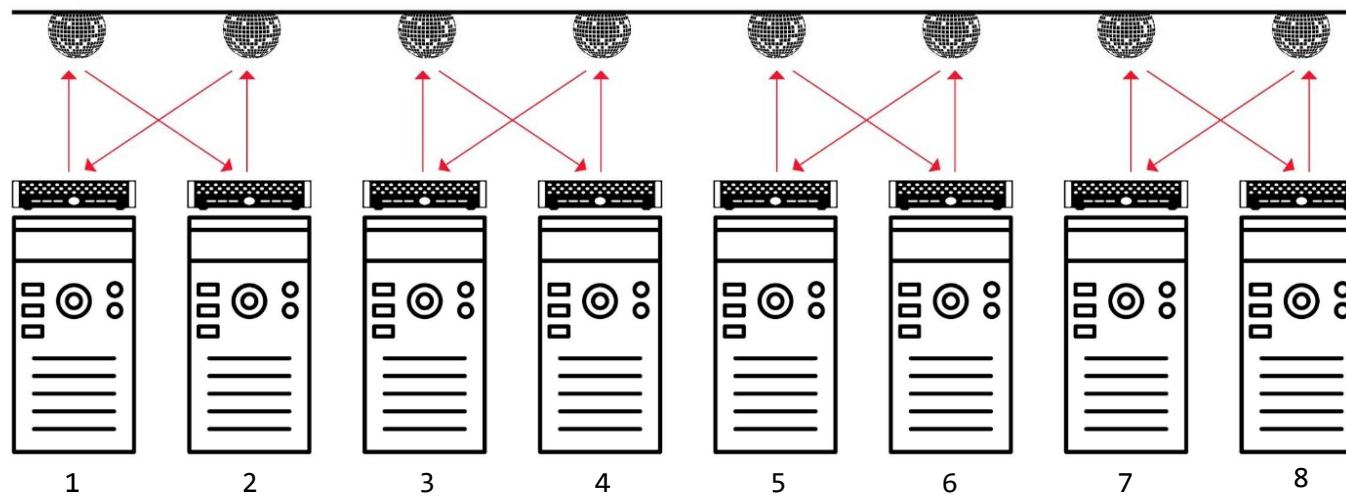
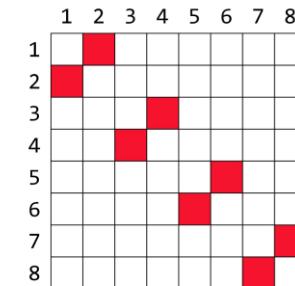
Our Vision

Flexible and Demand-Aware Topologies



Self-Adjusting
Networks

new
demand:

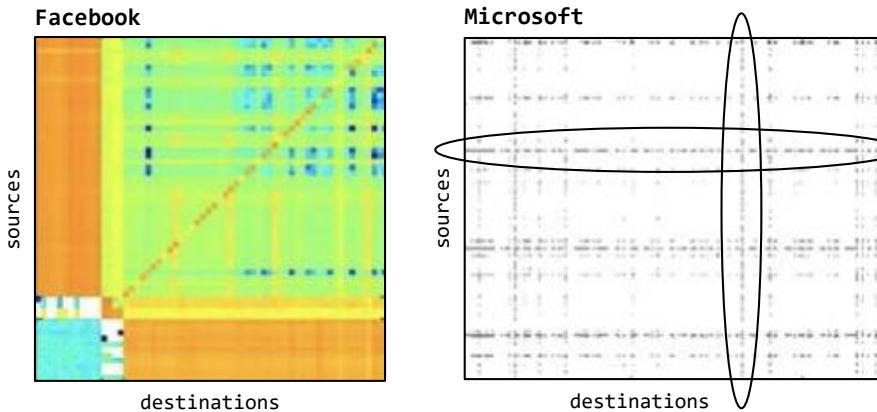


Our Motivation

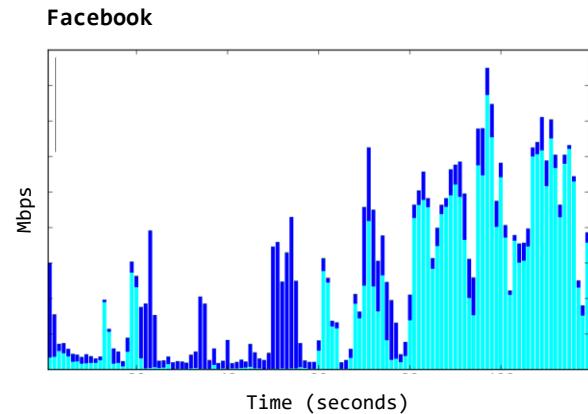
Much Structure in the Demand

Empirical studies:

traffic matrices **sparse** and **skewed**

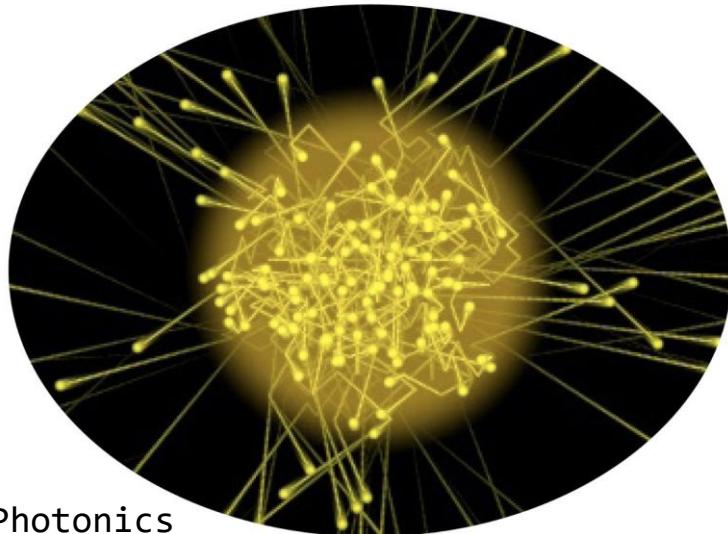


traffic **bursty** over time



My **hypothesis**: can be exploited.

Sounds Crazy? Emerging Enabling Technology.



H2020:

**“Photronics one of only five
key enabling technologies
for future prosperity.”**

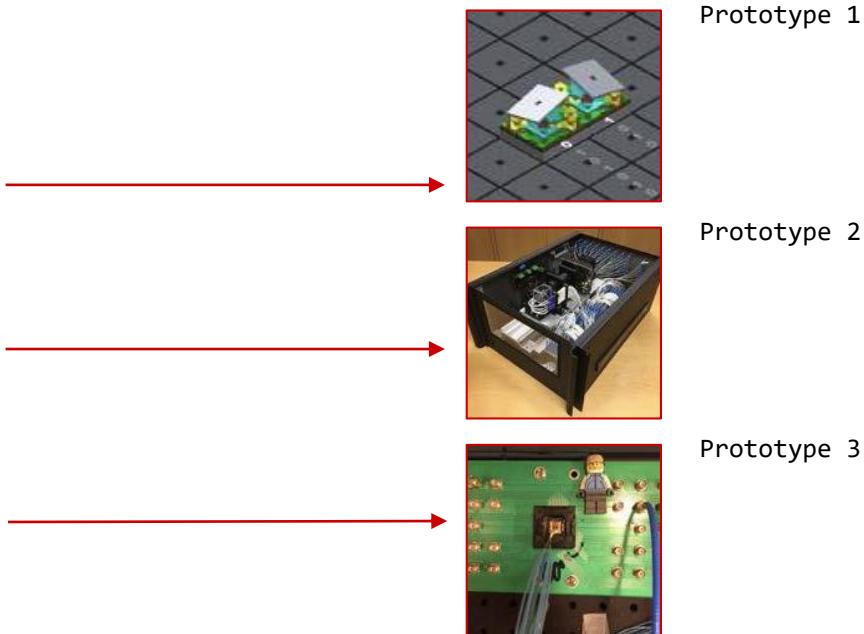
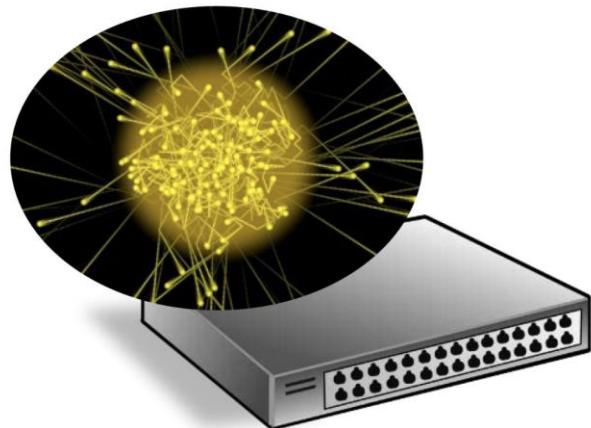
US National Research Council:
**“Photons are the new
Electrons.”**

Enabler

Novel Reconfigurable Optical Switches

→ **Spectrum** of prototypes

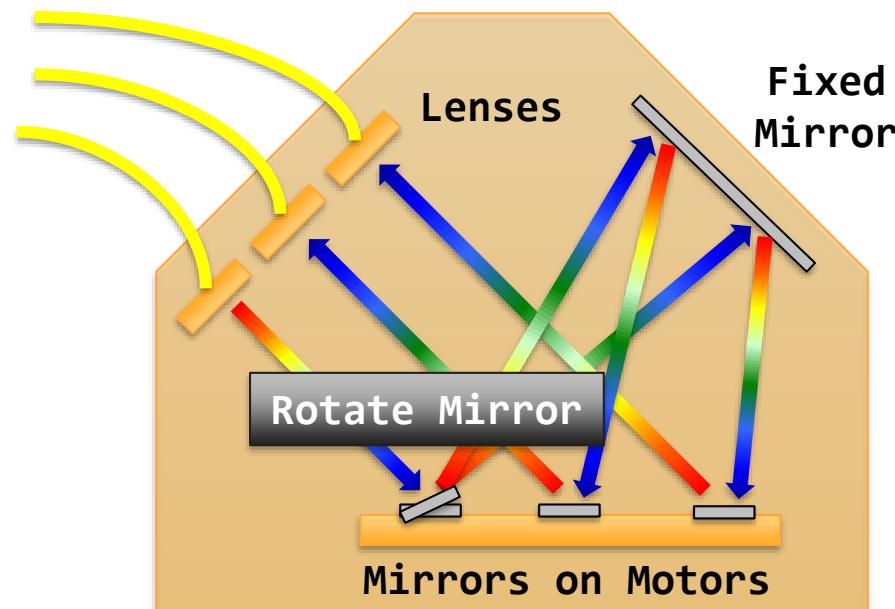
- Different sizes, different reconfiguration times
- From our last year's ACM **SIGCOMM** workshop OptSys



Example

Optical Circuit Switch

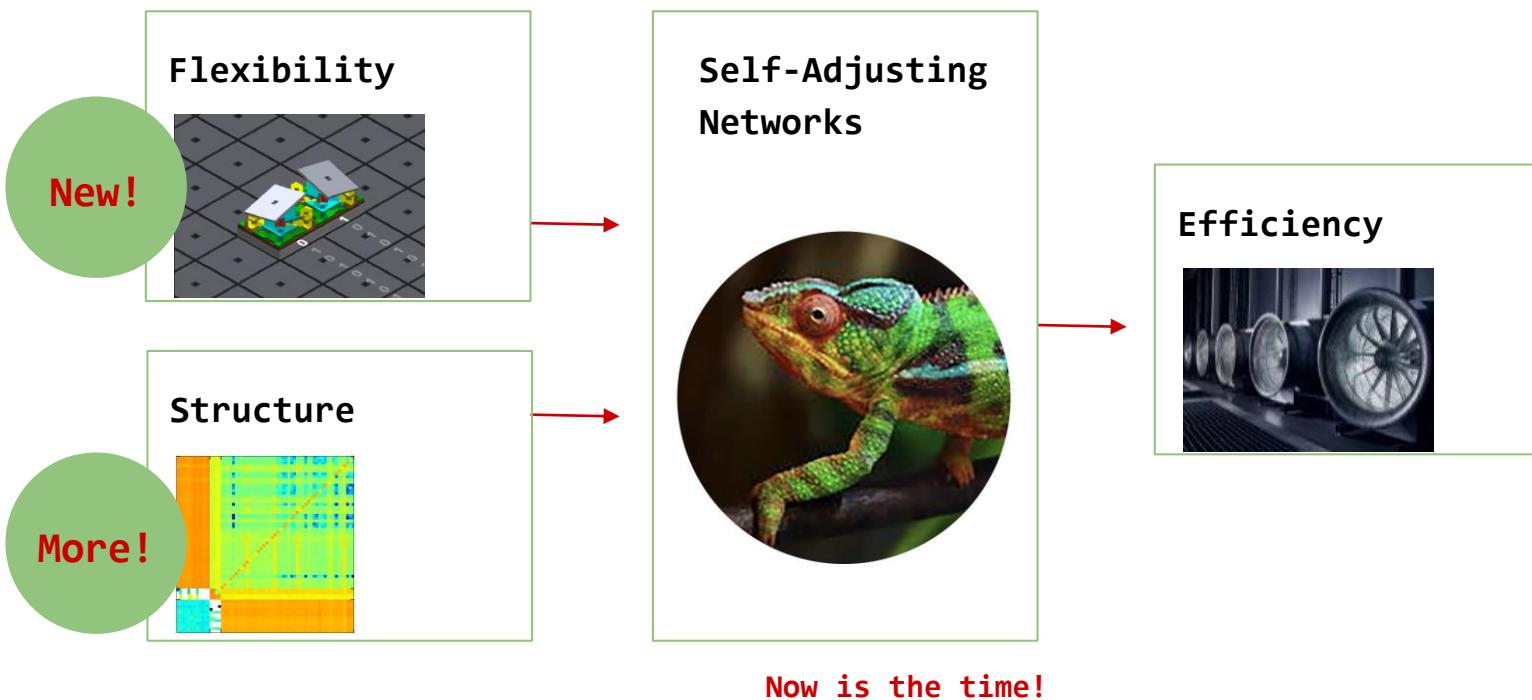
- Optical Circuit Switch rapid adaption of physical layer
 - Based on rotating mirrors



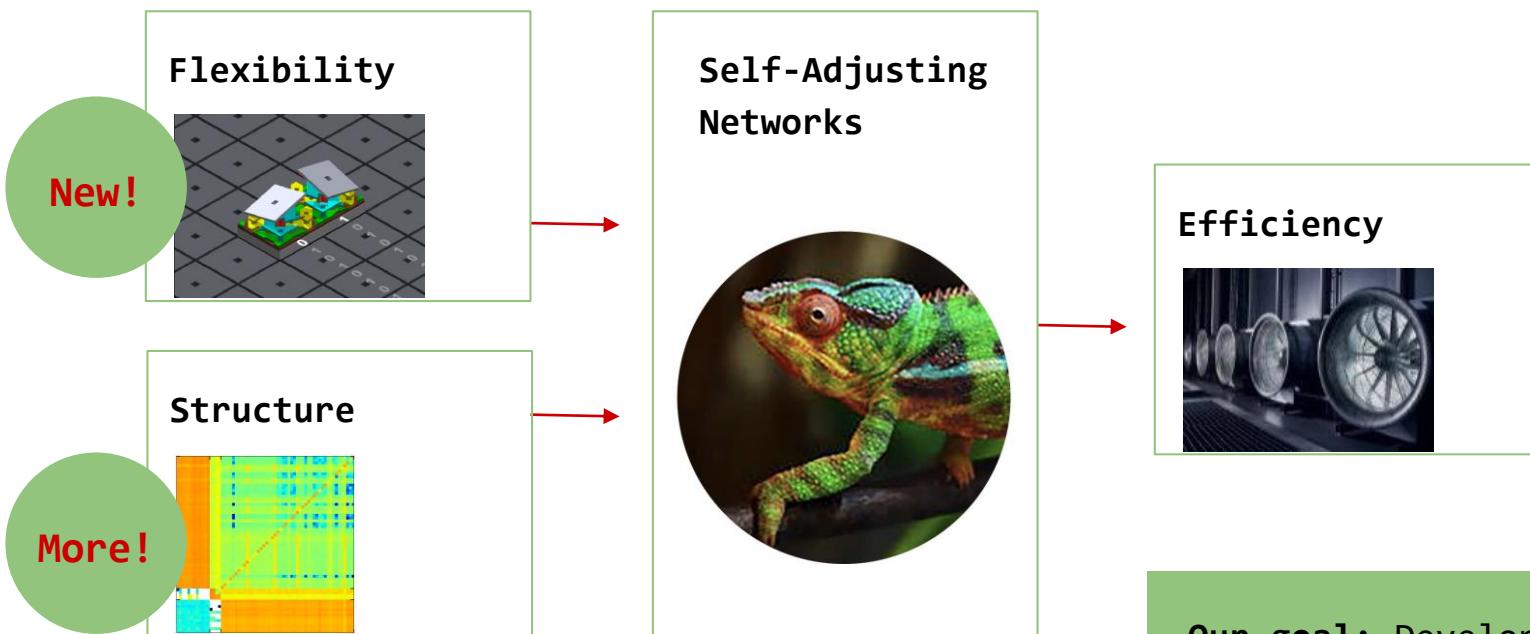
Optical Circuit Switch

By Nathan Farrington, SIGCOMM 2010

The Big Picture



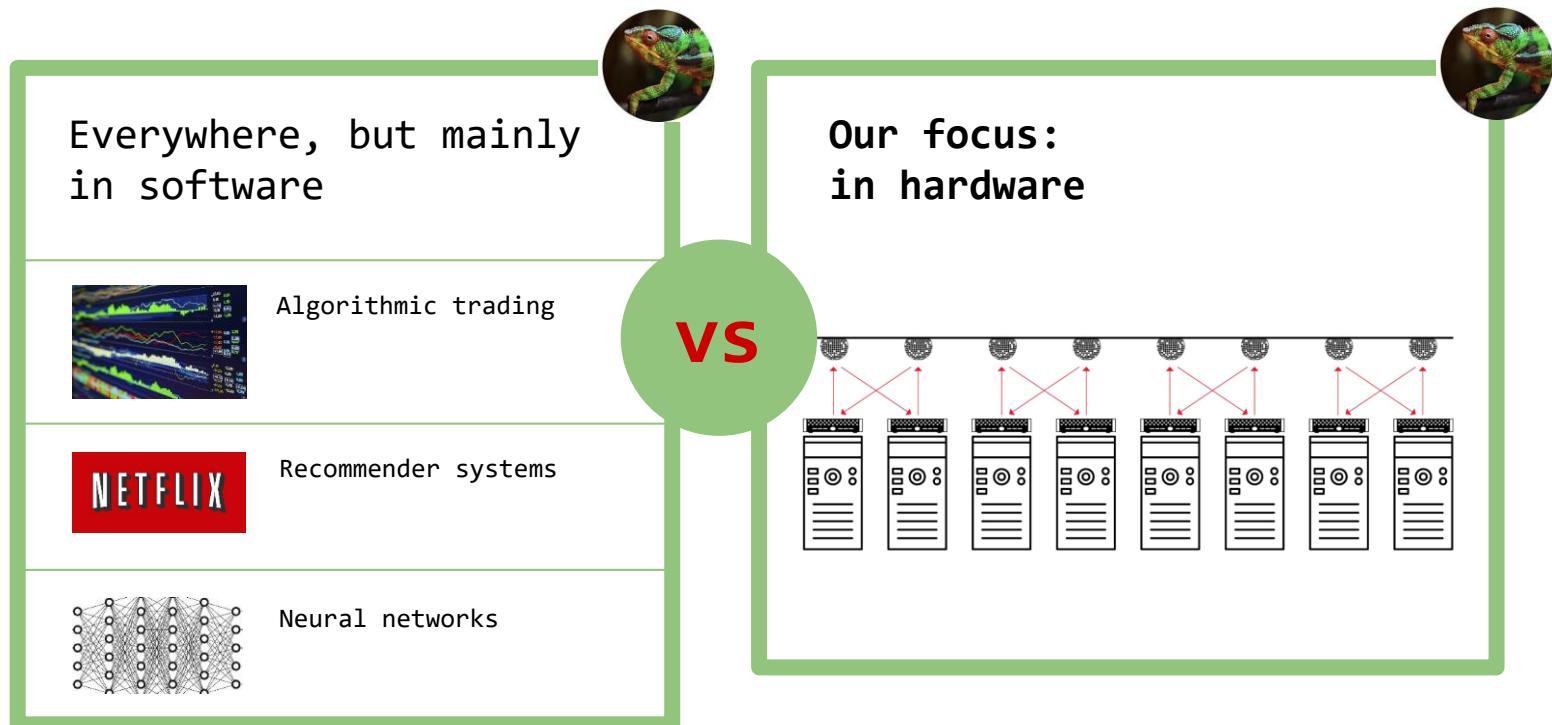
The Big Picture



Our goal: Develop the theoretical **foundations** of demand-aware, self-adjusting networks.

Unique Position

Demand-Aware, Self-Adjusting Systems



Question 1:

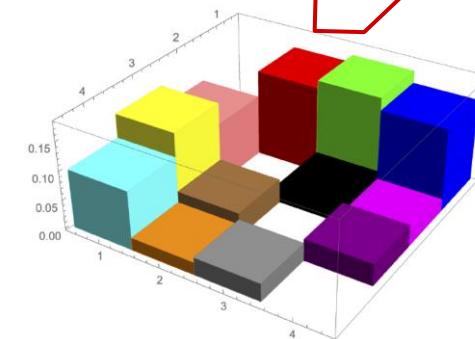
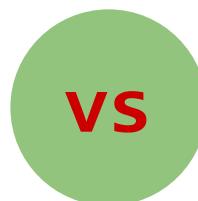
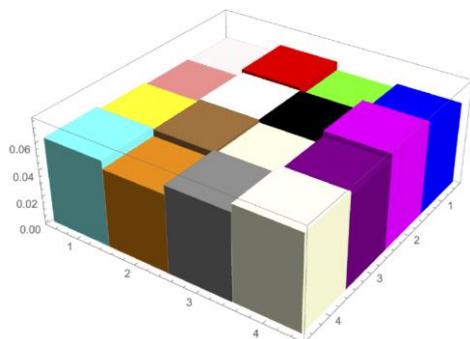
How to Quantify
such “Structure”
in the Demand?

Intuition

Which demand has more structure?

→ Traffic matrices of two different distributed
ML applications

→ GPU-to-GPU



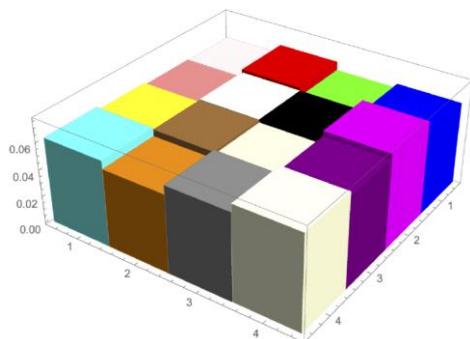
Color = communication pair

Intuition

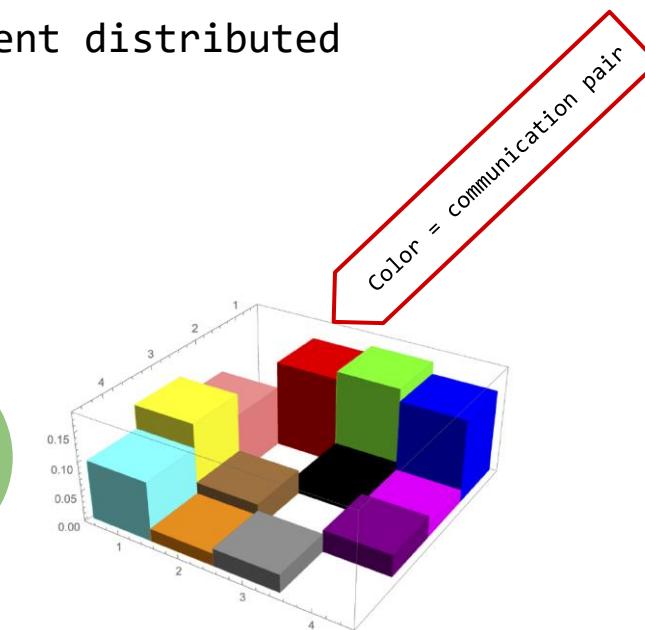
Which demand has more structure?

→ Traffic matrices of two different distributed
ML applications

→ GPU-to-GPU



More uniform

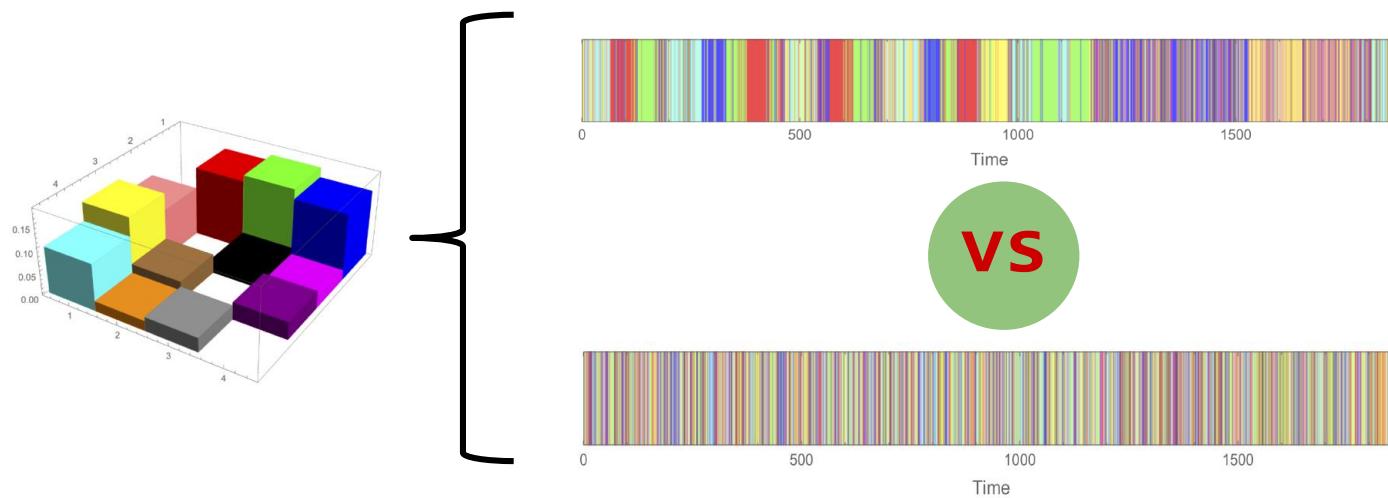


More structure

Intuition

Spatial vs temporal structure

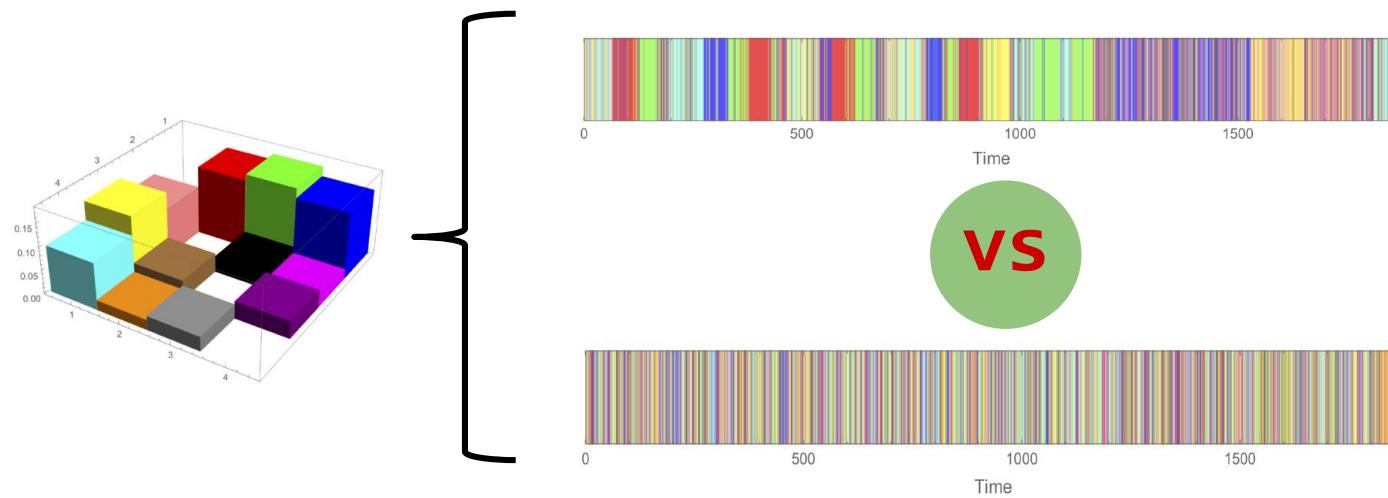
- Two different ways to generate same traffic matrix:
 - Same non-temporal structure
- Which one has more structure?



Intuition

Spatial vs temporal structure

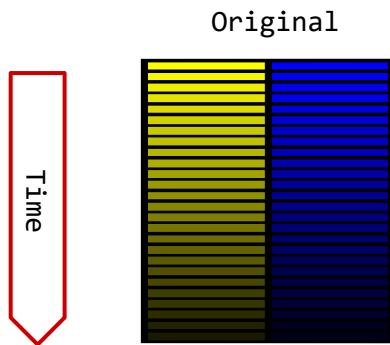
- Two different ways to generate same traffic matrix:
 - Same non-temporal structure
- Which one has more structure?



Systematically?

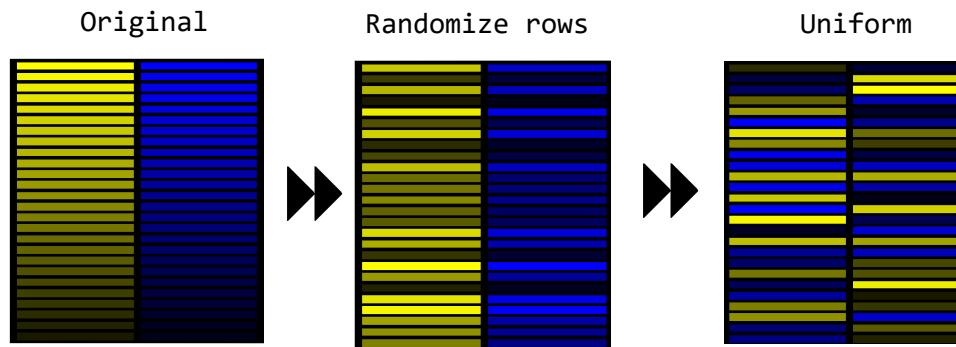
Trace Complexity

Information-Theoretic Approach
“Shuffle&Compress”



Trace Complexity

Information-Theoretic Approach
“Shuffle&Compress”

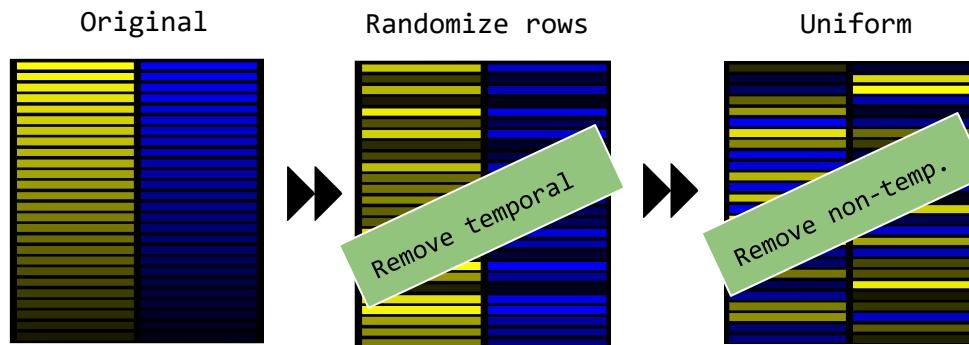


Increasing complexity (systematically randomized)

More structure (compresses better)

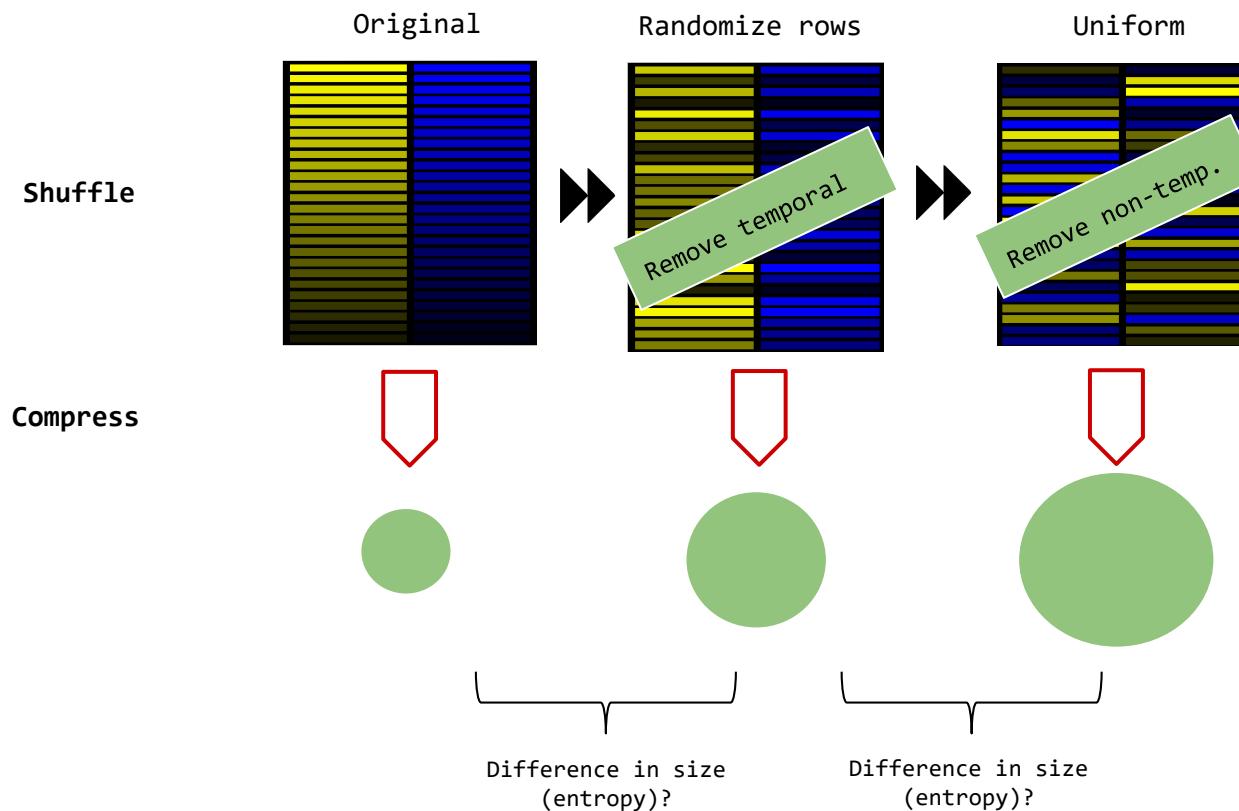
Trace Complexity

Information-Theoretic Approach
“Shuffle&Compress”



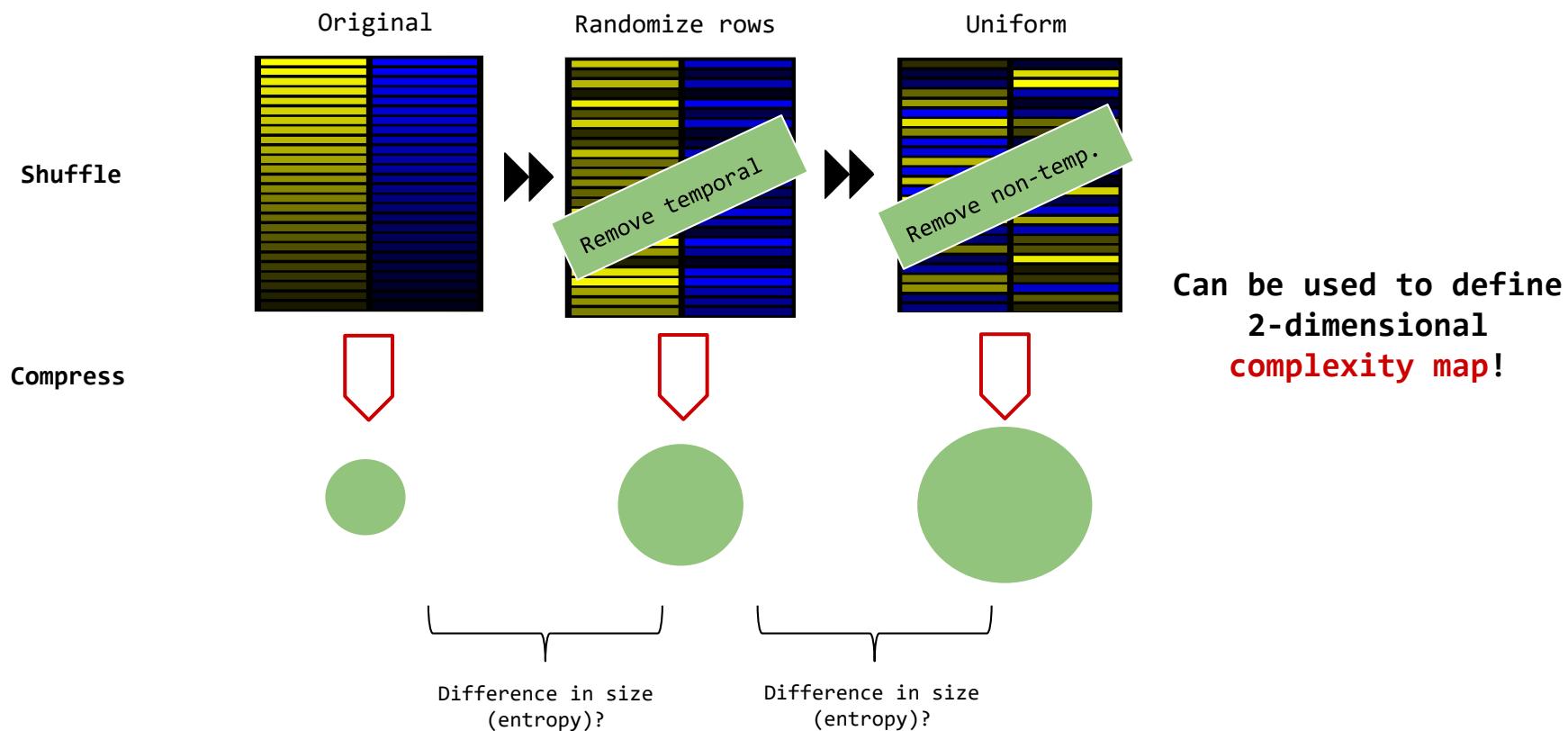
Trace Complexity

Information-Theoretic Approach
“Shuffle&Compress”



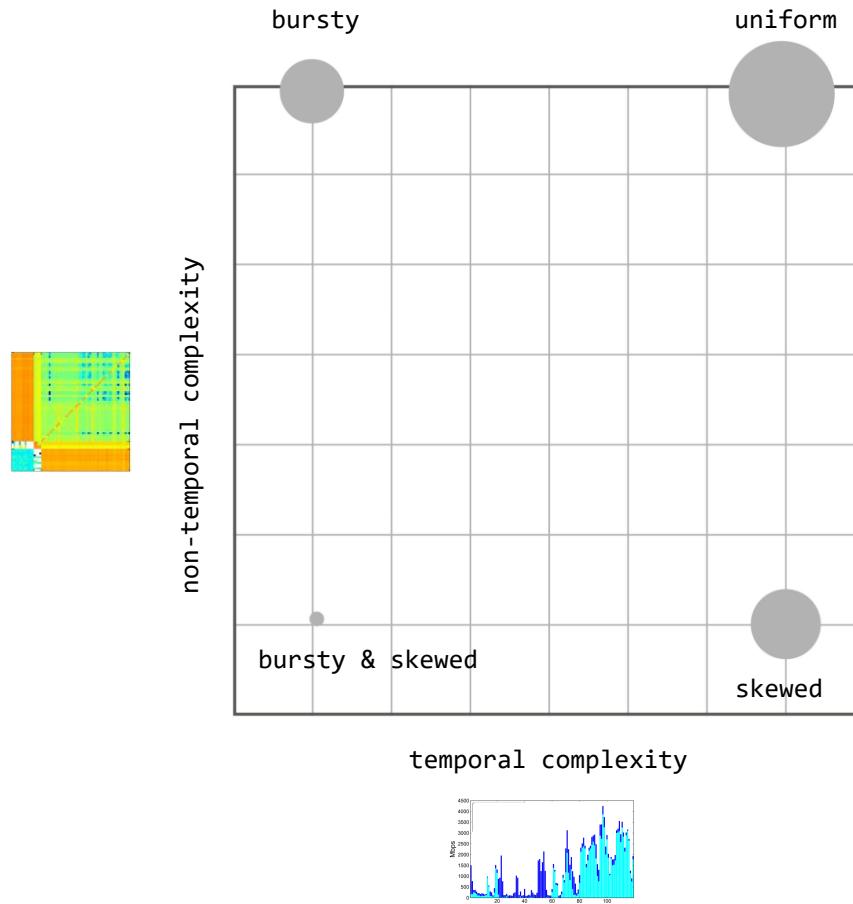
Trace Complexity

Information-Theoretic Approach
“Shuffle&Compress”



Our Methodology

Complexity Map

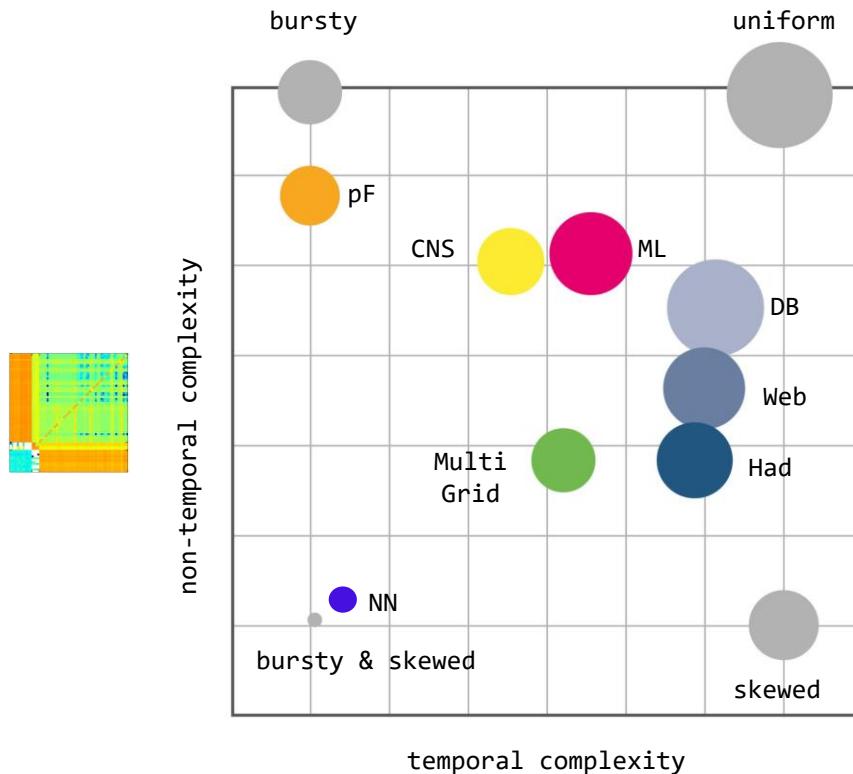


No structure

Our approach: iterative
randomization and
compression of trace to
identify dimensions of
structure.

Our Methodology

Complexity Map



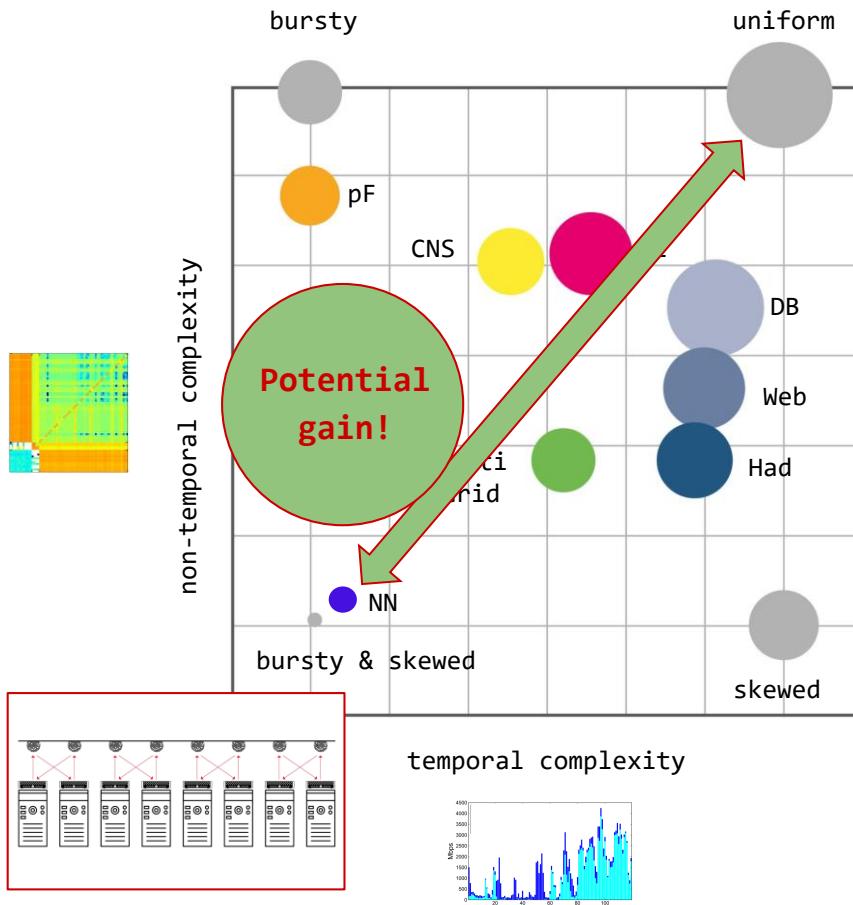
No structure

Our approach: iterative randomization and compression of trace to identify dimensions of structure.

Different structures!

Our Methodology

Complexity Map



Our approach: iterative randomization and compression of trace to identify dimensions of structure.

Different structures!

Further Reading

ACM SIGMETRICS 2020

On the Complexity of Traffic Traces and Implications

CHEN AVIN, School of Electrical and Computer Engineering, Ben Gurion University of the Negev, Israel

MANYA GHOBADI, Computer Science and Artificial Intelligence Laboratory, MIT, USA

CHEN GRINER, School of Electrical and Computer Engineering, Ben Gurion University of the Negev, Israel

STEFAN SCHMID, Faculty of Computer Science, University of Vienna, Austria

This paper presents a systematic approach to identify and quantify the types of structures featured by packet traces in communication networks. Our approach leverages an information-theoretic methodology, based on iterative randomization and compression of the packet trace, which allows us to systematically remove and measure dimensions of structure in the trace. In particular, we introduce the notion of *trace complexity* which approximates the entropy rate of a packet trace. Considering several real-world traces, we show that trace complexity can provide unique insights into the characteristics of various applications. Based on our approach, we also propose a traffic generator model able to produce a synthetic trace that matches the complexity levels of its corresponding real-world trace. Using a case study in the context of datacenters, we show that insights into the structure of packet traces can lead to improved demand-aware network designs: datacenter topologies that are optimized for specific traffic patterns.

CCS Concepts: • Networks → Network performance evaluation; Network algorithms; Data center networks; • Mathematics of computing → Information theory;

Additional Key Words and Phrases: trace complexity, self-adjusting networks, entropy rate, compress, complexity map, data centers

ACM Reference Format:

Chen Avin, Manya Ghobadi, Chen Griner, and Stefan Schmid. 2020. On the Complexity of Traffic Traces and Implications. *Proc. ACM Meas. Anal. Comput. Syst.* 4, 1, Article 20 (March 2020), 29 pages. <https://doi.org/10.1145/3379486>

1 INTRODUCTION

Packet traces collected from networking applications, such as datacenter traffic, have been shown to feature much *structure*: datacenter traffic matrices are sparse and skewed [16, 39], exhibit

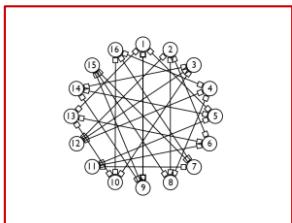
Question 2:

Given This Structure,
What Can Be Achieved?
Metrics and Algorithms?

A first insight: entropy of the demand.

Models and Connection to Datastructures & Coding

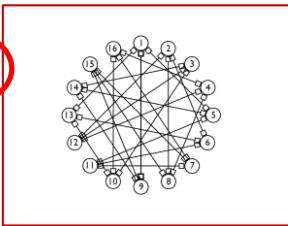
Oblivious networks
(worst-case traffic)



More structure: **lower routing cost**

Models and Connection to Datastructures & Coding

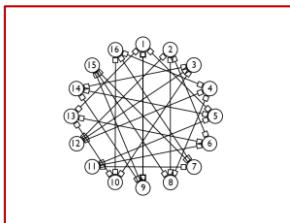
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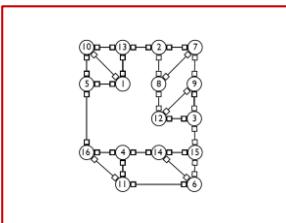
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Models and Connection to Datastructures & Coding

Oblivious networks
(worst-case traffic)



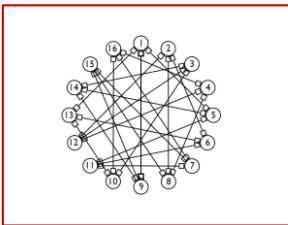
Demand-aware networks
(spatial structure)



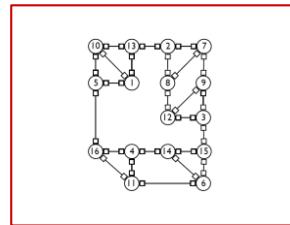
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Models and Connection to Datastructures & Coding

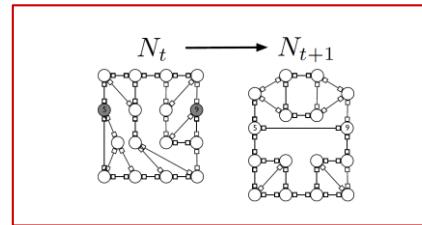
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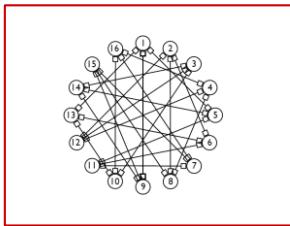
Self-adjusting networks
(temporal structure)



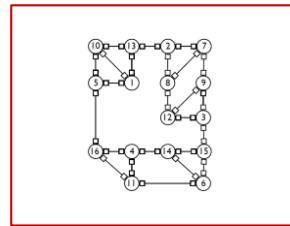
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Models and Connection to Datastructures & Coding

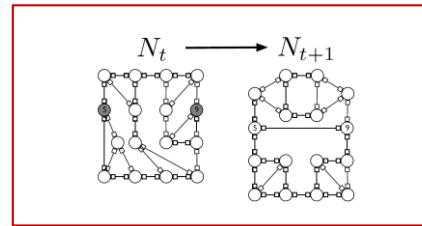
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Demand-aware networks
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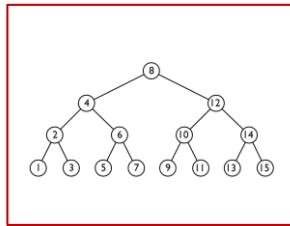


Self-adjusting networks
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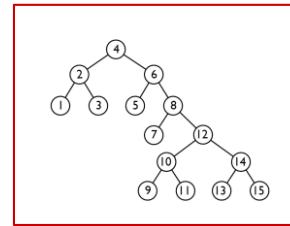


More structure: **lower routing cost**

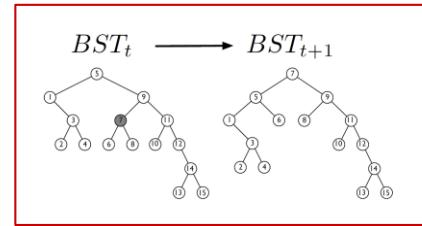
Traditional BST
(Worst-case coding)



Demand-aware BST
(Huffman coding)



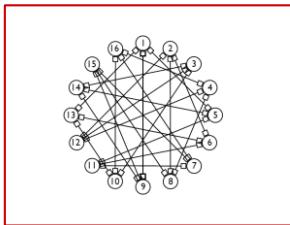
Self-adjusting BST
(Dynamic Huffman coding)



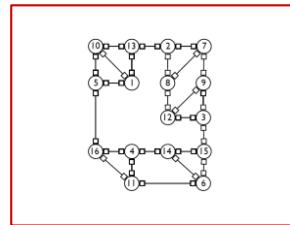
More structure: improved **access cost** / shorter **codes**

Models and Connection to Datastructures & Coding

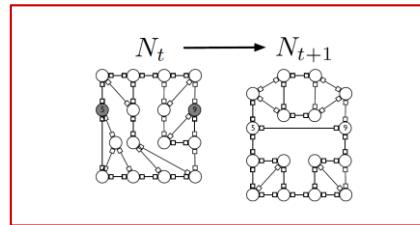
Oblivious networks
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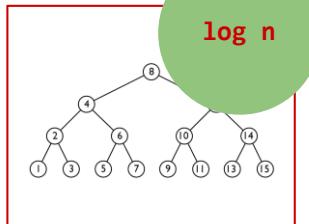


Self-adjusting networks
(temporal structure)

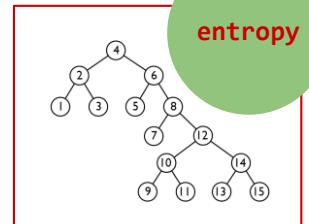


More structure: **lower routing cost**

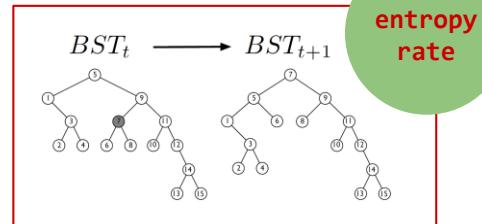
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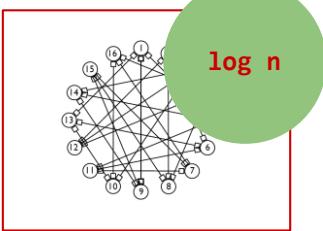
Self-adjusting BST
(Dynamic Huffman coding)



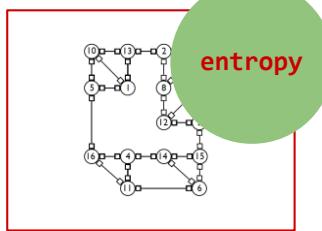
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Models and Connection to Datastructures & Coding

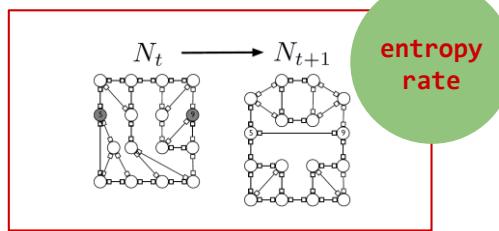
Traditional networks
(worst-case traffic)



Demand-aware networks
(spatial structure)

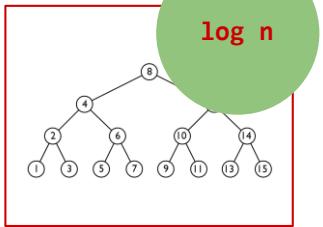


Self-adjusting networks
(temporal structure)



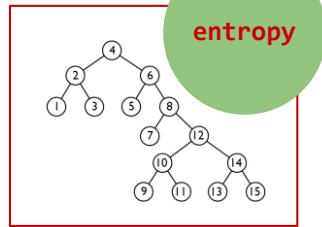
More than
an analogy!

Traditional BST
(Worst-case)

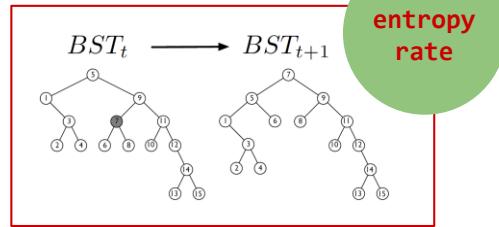


More structure → lower routing cost

Demand-aware BST
(Huffman coding)



Self-adjusting BST
(Dynamic Huffman coding)



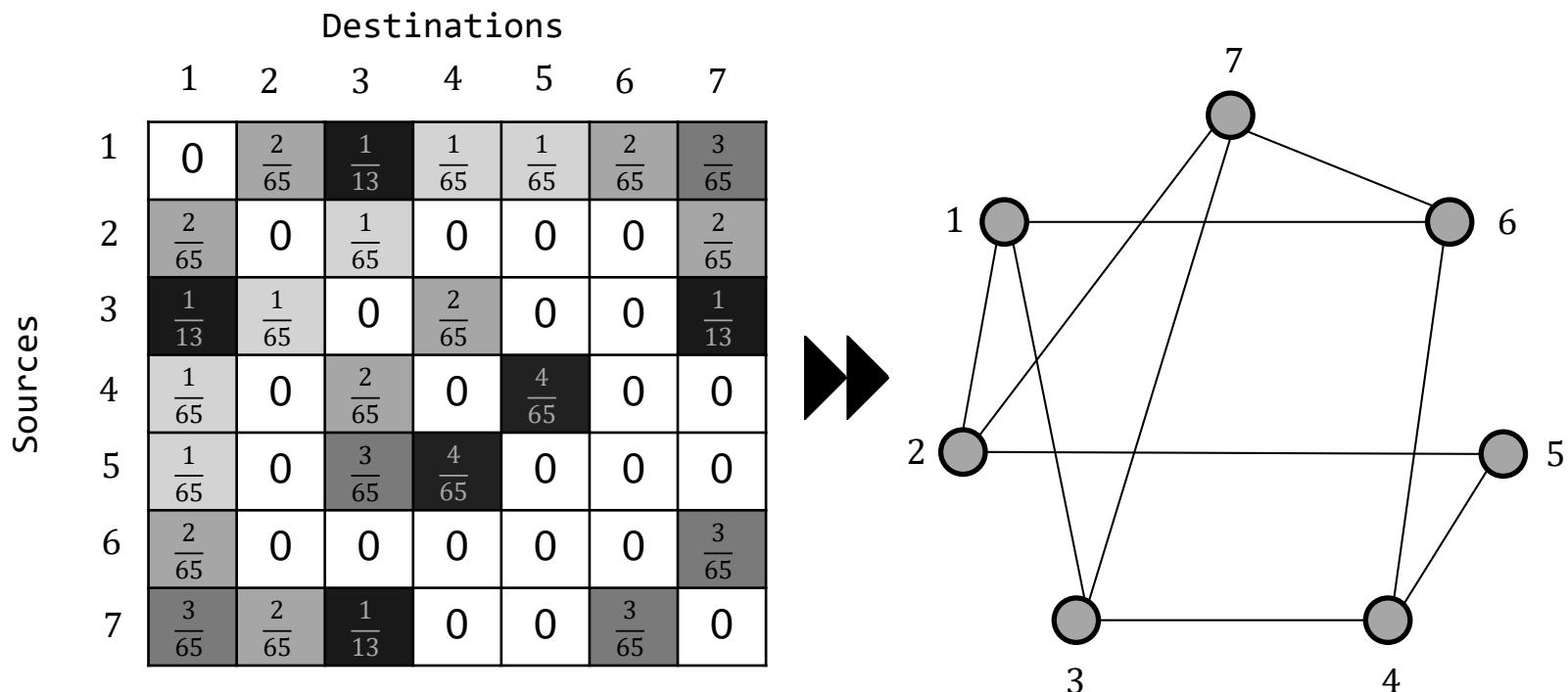
More structure: improved **access cost** / shorter **codes**

Generalize methodology:
... and transfer
entropy bounds and
algorithms of data-
structures to networks.

First result:
Demand-aware networks
of asymptotically
optimal route lengths.

Case Study “Route Lengths”

Constant-Degree Demand-Aware Network



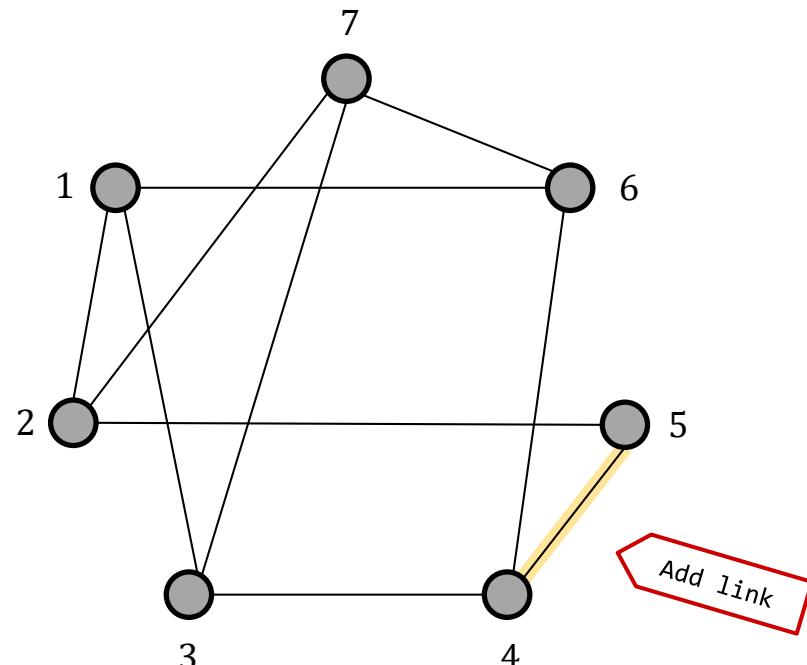
$$\text{ERL}(\mathcal{D}, N) = \sum_{(u,v) \in \mathcal{D}} p(u, v) \cdot d_N(u, v)$$

Case Study “Route Lengths”

Constant-Degree Demand-Aware Network

		Destinations						
		1	2	3	4	5	6	7
Sources	1	0	$\frac{2}{65}$	$\frac{1}{13}$	$\frac{1}{65}$	$\frac{1}{65}$	$\frac{2}{65}$	$\frac{3}{65}$
	2	$\frac{2}{65}$	0	$\frac{1}{65}$	0	0	0	$\frac{2}{65}$
	3	$\frac{1}{13}$	$\frac{1}{65}$	0	$\frac{2}{65}$	0	0	$\frac{1}{13}$
	4	$\frac{1}{65}$	0	$\frac{2}{65}$	0	$\frac{4}{65}$	0	0
	5	$\frac{1}{65}$	0	$\frac{3}{65}$	0	0	0	0
	6	$\frac{2}{65}$	0	0	0	0	0	$\frac{3}{65}$
	7	$\frac{3}{65}$	$\frac{2}{65}$	$\frac{1}{13}$	0	0	$\frac{3}{65}$	0

Much from 4 to 5



$$\text{ERL}(\mathcal{D}, N) = \sum_{(u,v) \in \mathcal{D}} p(u, v) \cdot d_N(u, v)$$

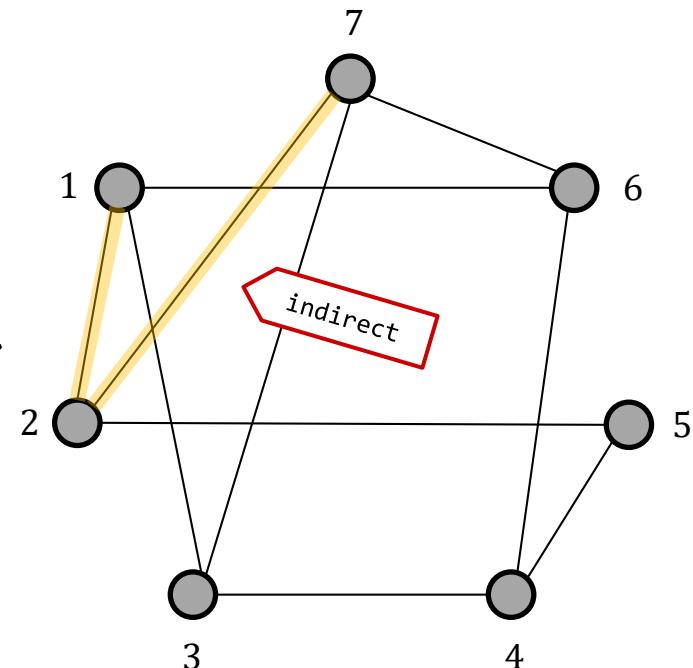
Case Study “Route Lengths”

Constant-Degree Demand-Aware Network

communicate
d with many

Destinations

	1	2	3	4	5	6	7
1	0	$\frac{2}{65}$	$\frac{1}{13}$	$\frac{1}{65}$	$\frac{1}{65}$	$\frac{2}{65}$	$\frac{3}{65}$
2	$\frac{2}{65}$	0	$\frac{1}{65}$	0	0	0	$\frac{2}{65}$
3	$\frac{1}{13}$	$\frac{1}{65}$	0	$\frac{2}{65}$	0	0	$\frac{1}{13}$
4	$\frac{1}{65}$	0	$\frac{2}{65}$	0	$\frac{4}{65}$	0	0
5	$\frac{1}{65}$	0	$\frac{3}{65}$	$\frac{4}{65}$	0	0	0
6	$\frac{2}{65}$	0	0	0	0	0	$\frac{3}{65}$
7	$\frac{3}{65}$	$\frac{2}{65}$	$\frac{1}{13}$	0	0	$\frac{3}{65}$	0



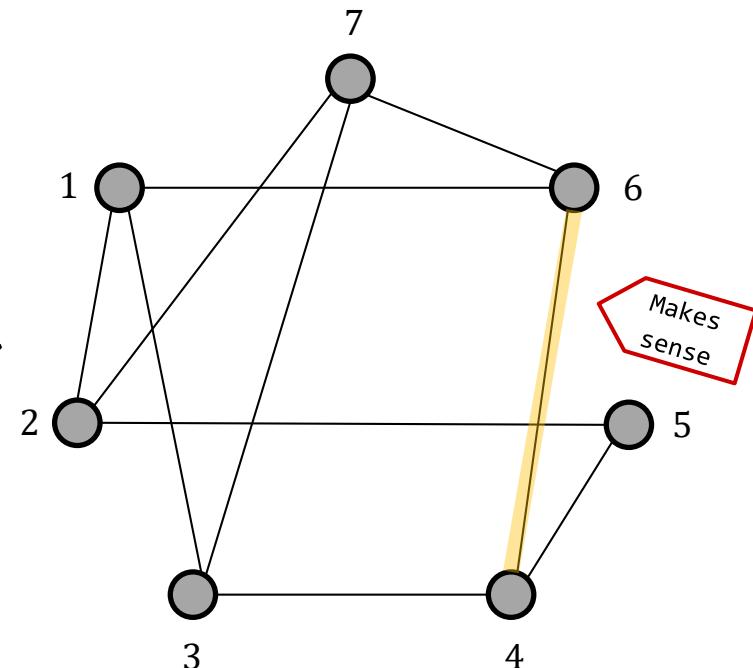
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Case Study “Route Lengths”

Constant-Degree Demand-Aware Network

		Destinations							
		1	2	3	4	5	6	7	
Sources		1	0	$\frac{2}{65}$	$\frac{1}{13}$	$\frac{1}{65}$	$\frac{1}{65}$	$\frac{2}{65}$	$\frac{3}{65}$
2		$\frac{2}{65}$	0	$\frac{1}{65}$	0	0	0	$\frac{2}{65}$	
3		$\frac{1}{13}$	$\frac{1}{65}$	0	$\frac{1}{65}$	0	0	$\frac{1}{13}$	
4		$\frac{1}{65}$	0	$\frac{2}{65}$	0	$\frac{1}{65}$	0	0	
5		$\frac{1}{65}$	0	$\frac{3}{65}$	$\frac{4}{65}$	0	0	0	
6		$\frac{2}{65}$	0	0	0	0	0	$\frac{3}{65}$	
7		$\frac{3}{65}$	$\frac{2}{65}$	$\frac{1}{13}$	0	0	$\frac{3}{65}$	0	

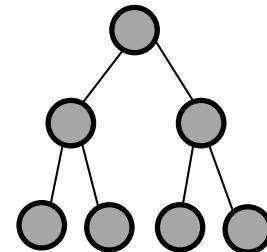
Don't communicate



$$\text{ERL}(\mathcal{D}, N) = \sum_{(u,v) \in \mathcal{D}} p(u, v) \cdot d_N(u, v)$$

Examples

- DAN for $\Delta=3$
 - E.g., complete **binary tree** would be **$\log n$**
 - Can we do better?

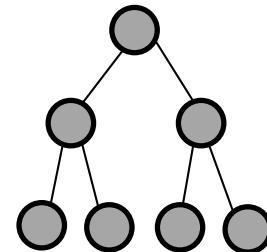


- DAN for $\Delta=2$
 - Set of **lines** and **cycles**



Examples

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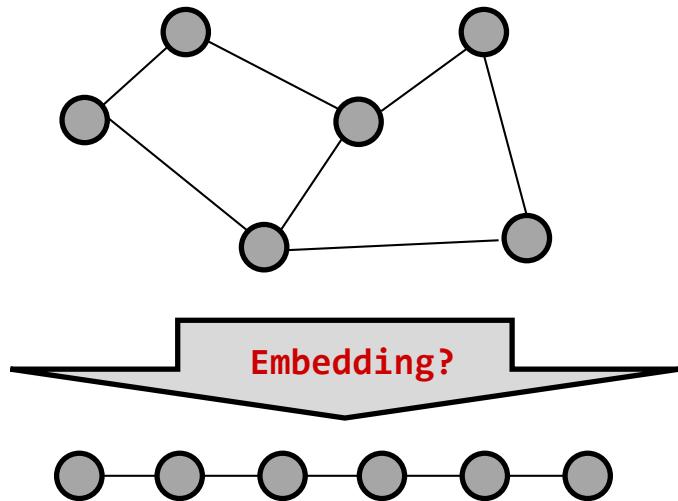


How
hard?

Related Problem

Virtual Network Embedding Problem (VNEP)

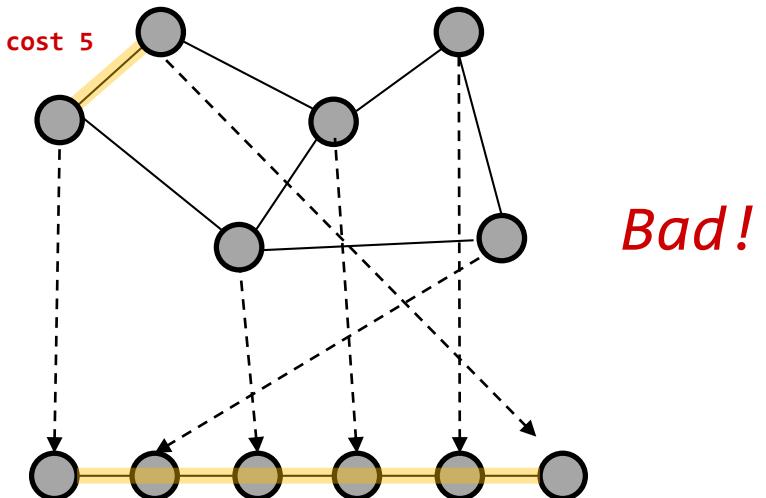
Example $\Delta=2$: A Minimum Linear Arrangement (MLA) Problem
→ Minimizes sum of virtual edges



Related Problem

Virtual Network Embedding Problem (VNEP)

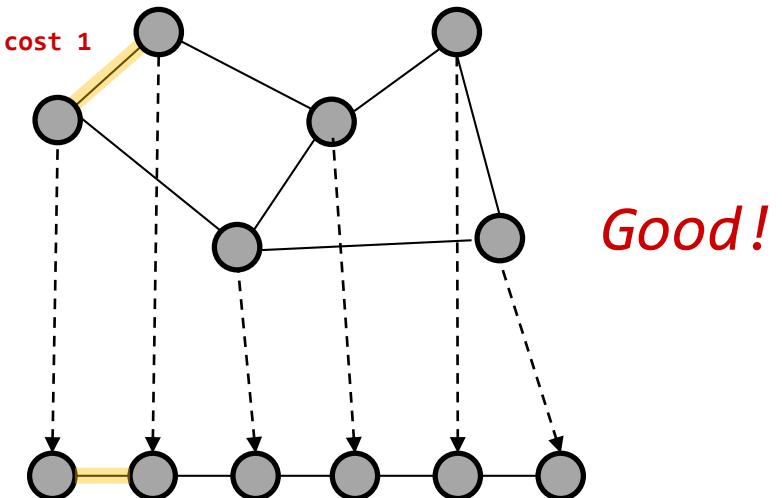
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Related Problem

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Related Problem

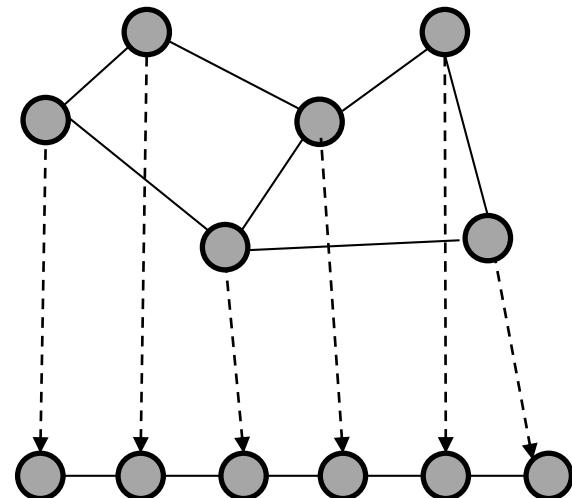
Virtual Network Embedding Problem (VNEP)

Example $\Delta=2$: A Minimum Linear Arrangement (MLA) Problem

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MLA is **NP-hard**

→ ... and so is our problem!



Related Problem

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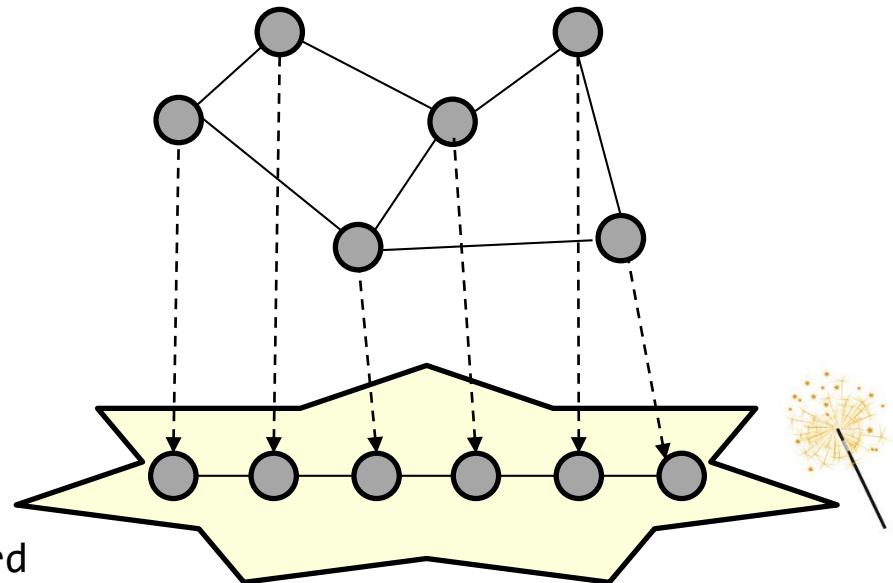
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But what about $\Delta > 2$?

→ Embedding problem still hard
→ But we have a new **degree of freedom!**



Related Problem

Virtual Network Embedding Problem (VNEP)

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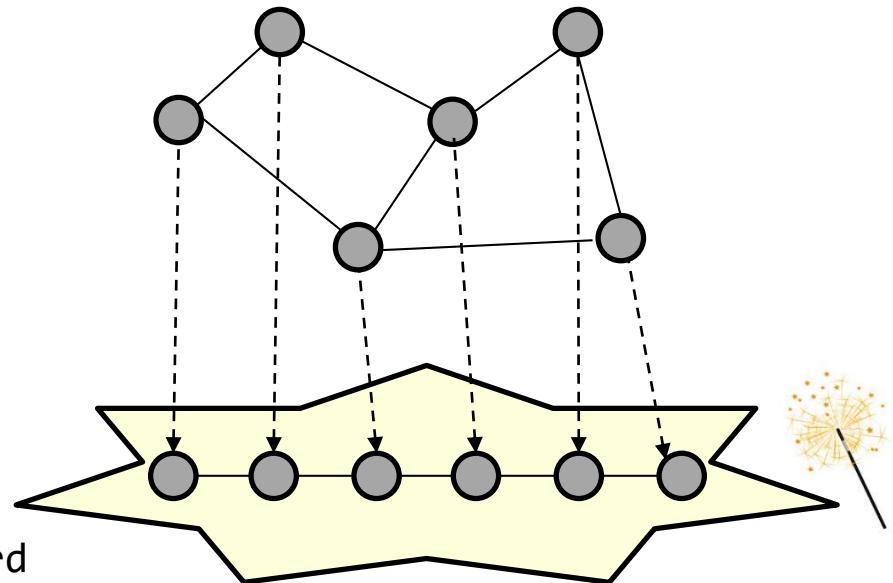
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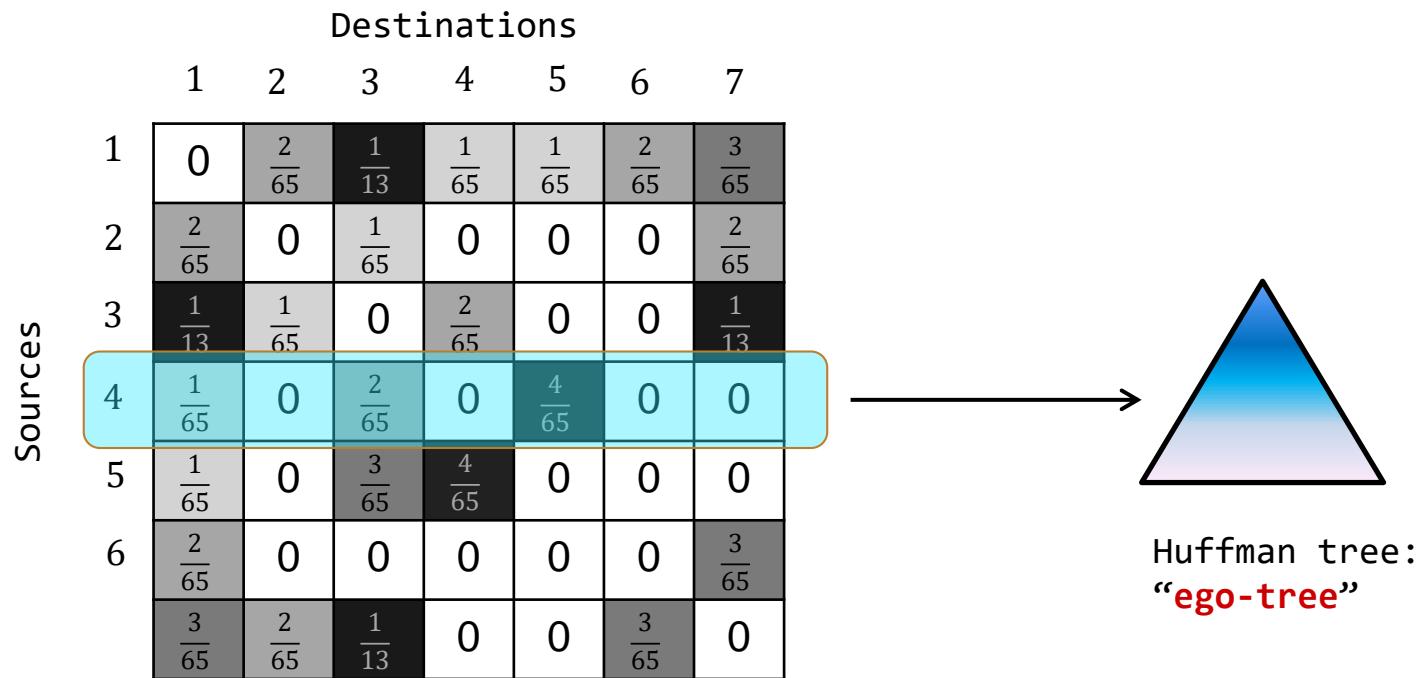
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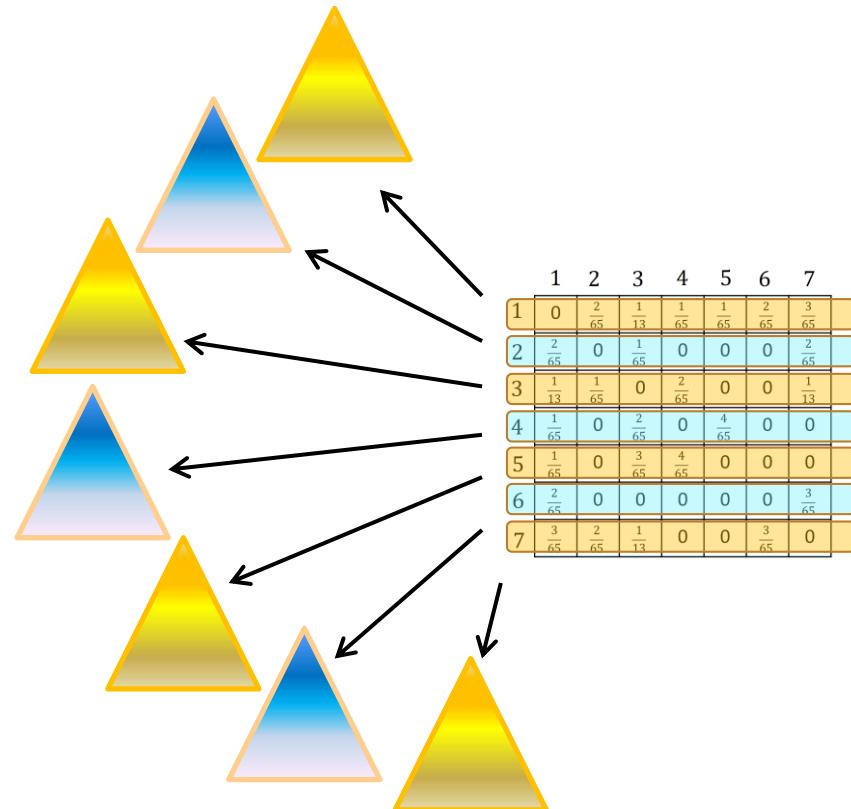
Simplifies problem?!

Algorithm: Idea



Entropy Upper Bound

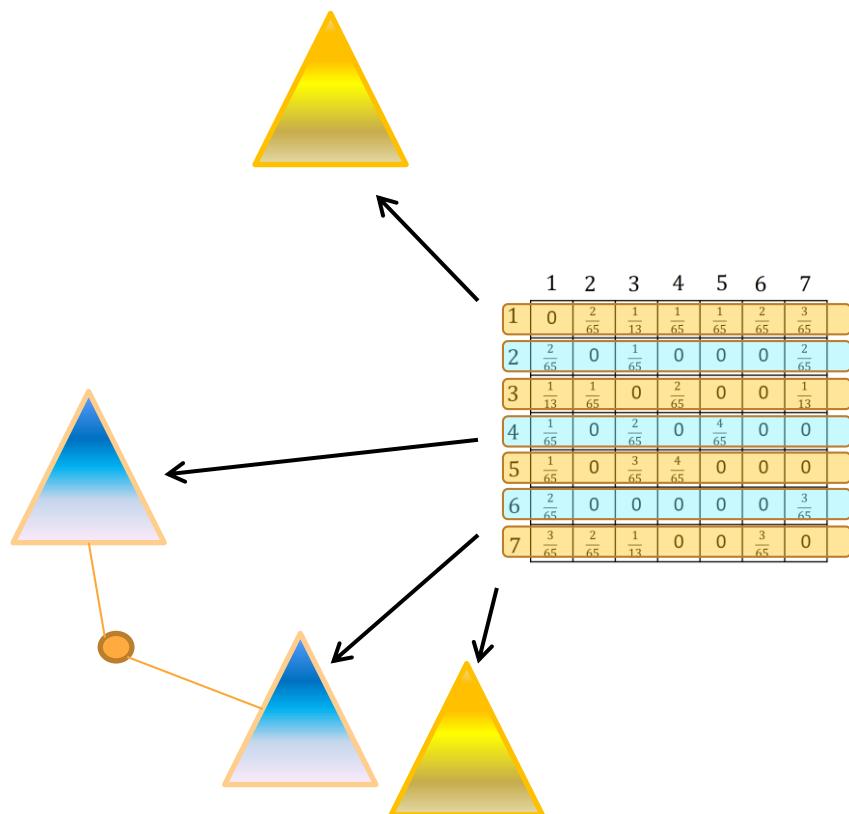
→ Idea for algorithm:
→ union of trees



Entropy Upper Bound

→ Idea for algorithm:

- union of trees
- reduce degree
- but keep distances



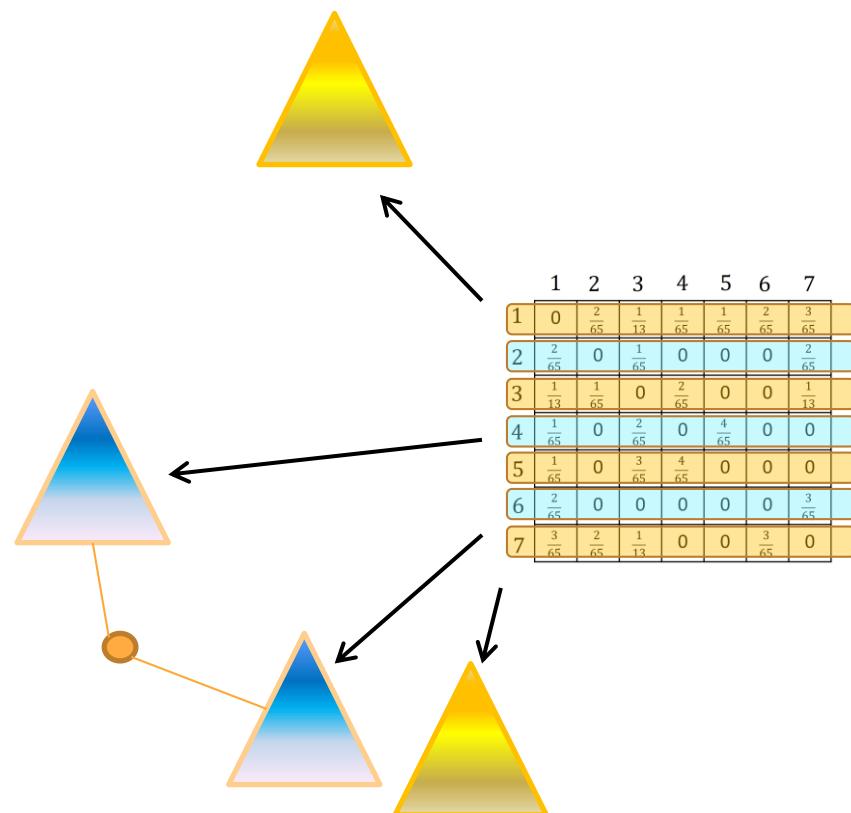
Entropy Upper Bound

→ Idea for algorithm:

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→ Ok for sparse demands

- not everyone gets tree
- helper nodes



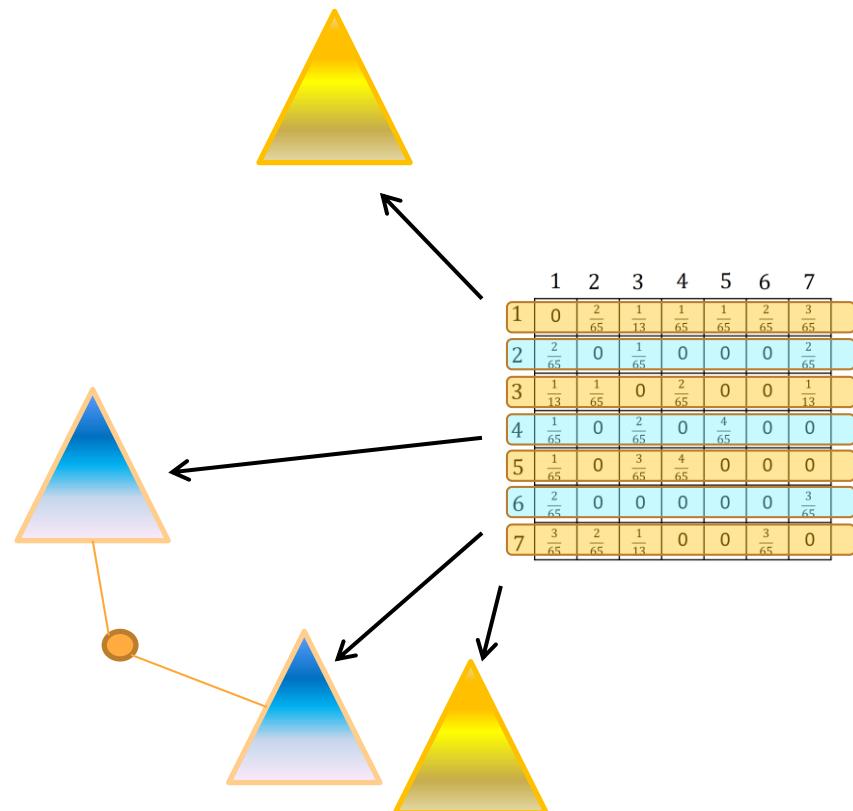
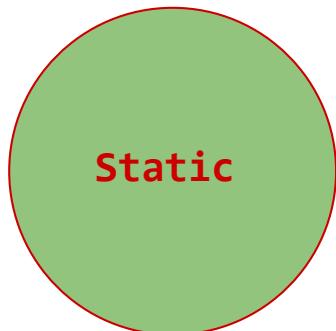
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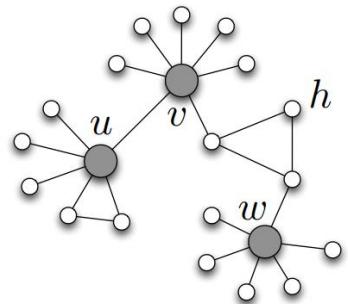
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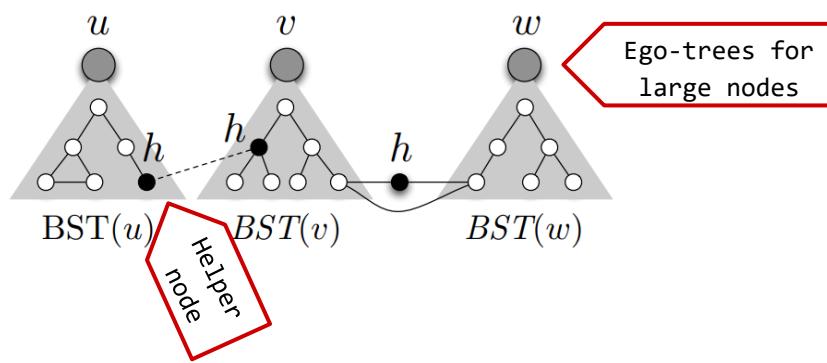


Intuition of Algorithm

Demand graph:



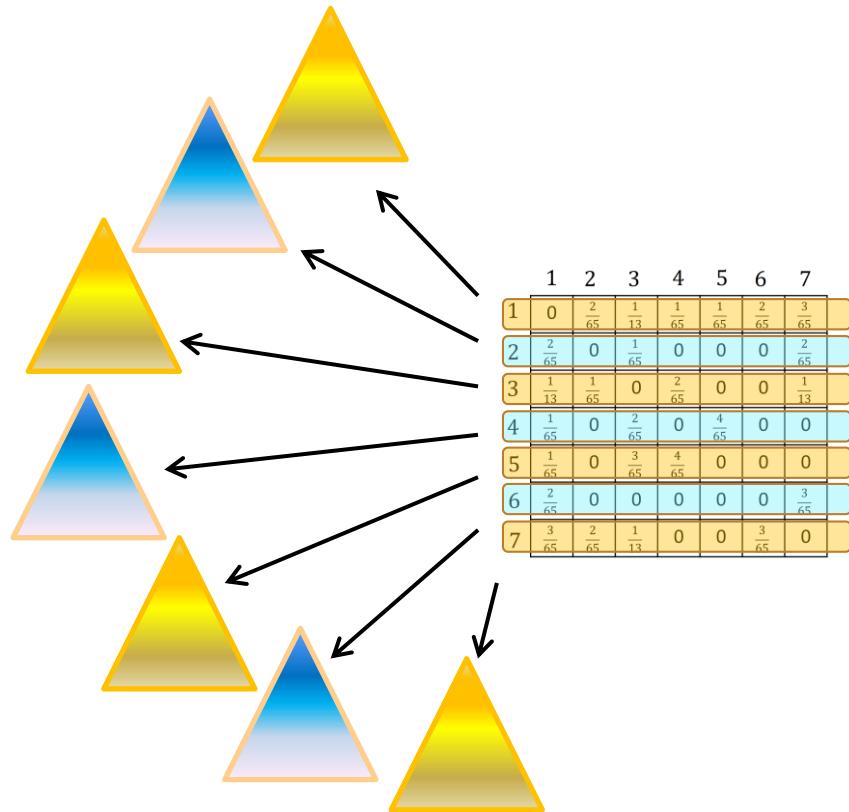
Demand-aware network:



Entropy Lower Bound

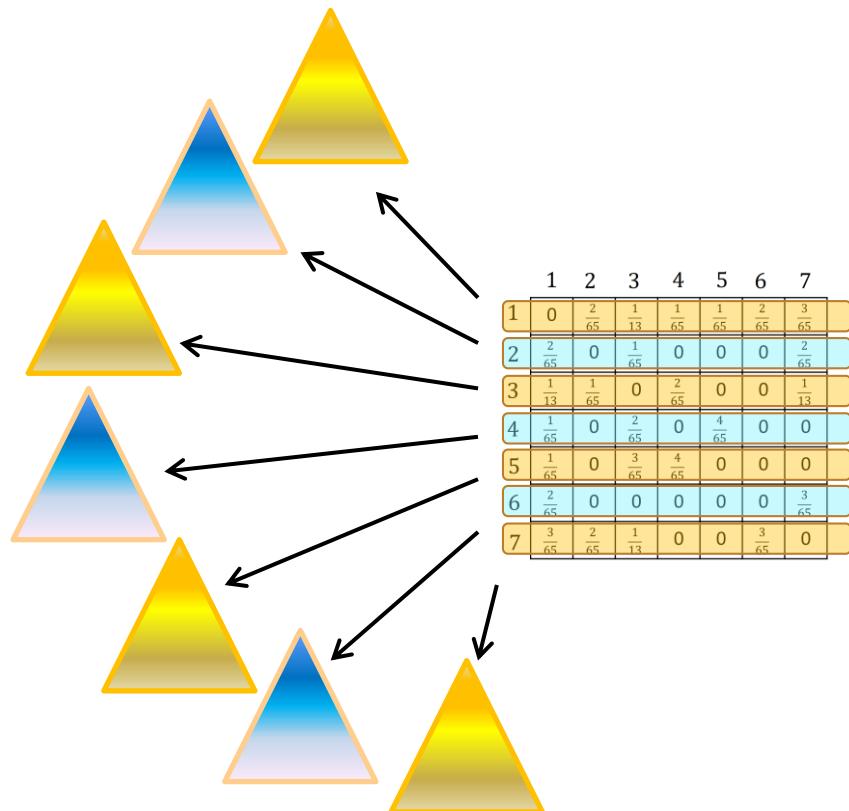
$$\text{ERL} = \Omega(H_{\Delta}(Y|X))$$

destinations sources
degree



Dynamic Algorithm

Dynamic



Further Reading

TON 2016, DISC 2017, CCR 2019, INFOCOM 2019

Demand-Aware Network Designs of Bounded Degree*

Chen Avin¹, Kaushik Mondal¹, and Stefan Schmid²

1 Communication Systems Engineering Department
Ben Gurion University of the Negev, Israel
avin@cse.bgu.ac.il, mondal@post.bgu.ac.il

2 Department of Computer Science
Aalborg University, Denmark
schmiste@cs.aau.dk

Abstract

Traditionally, networks such as datacenter interconnects are designed to optimize worst-case performance under *arbitrary* traffic patterns. Such network designs can however be far from optimal when considering the *actual* workloads and traffic patterns which they serve. This insight led to the development of demand-aware datacenter interconnects which can be reconfigured depending on the workload.

Motivated by these trends, this paper initiates the algorithmic study of demand-aware networks (DANs), and in particular the design of bounded-degree networks. The inputs to the network

Toward Demand-Aware Networking: A Theory for Self-Adjusting Networks

Chen Avin
Ben Gurion University, Israel
avin@cse.bgu.ac.il

Stefan Schmid
University of Vienna, Austria
stefan_schmid@univie.ac.at

This article is an editorial note submitted to CCR. It has NOT been peer reviewed.
The authors take full responsibility for this article's technical content. Comments can be posted through CCR Online.

ABSTRACT

The physical topology is emerging as the next frontier in an ongoing effort to render communication networks more flexible. While first empirical results indicate that these flexibilities can be exploited to reconfigure and optimize the network toward the workload it serves and, e.g., providing the same bandwidth at lower infrastructure cost, only little is known today about the fundamental algorithmic problems underlying the design of reconfigurable networks. This paper initiates the study of the theory of demand-aware, self-adjusting networks. Our main position is that self-adjusting networks should be seen through the lens of self-adjusting data-



Figure 1: Taxonomy of topology optimization

design of efficient datacenter networks has received much attention over the last years. The topologies underlying mod-

SplayNet: Towards Locally Self-Adjusting Networks

Stefan Schmid*, Chen Avin*, Christian Scheideler, Michael Borokhovich, Bernhard Haeupler, Zvi Lotker

Abstract—This paper initiates the study of locally self-adjusting networks: networks whose topology adapts dynamically and in a decentralized manner, to the communication pattern σ . Our vision can be seen as a distributed generalization of the self-adjusting datastructures introduced by Sleator and Tarjan [22]. In contrast to their splay trees which dynamically optimize the lookup costs from a single node (namely the tree root), we seek to minimize the routing cost between arbitrary communication pairs in the network.

As a first step, we study distributed binary search trees (BSTs), which are attractive for their support of greedy routing. We introduce a simple model which captures the fundamental tradeoff between the benefits and costs of self-adjusting networks. We present the SplayNet algorithm and formally analyze its performance, and prove its optimality in specific case studies. We also introduce lower bound techniques based on interval cuts and

toward static metrics, such as the diameter or the length of the longest route; the self-adjusting paradigm has not spilled over to distributed networks yet.

We, in this paper, initiate the study of a distributed generalization of self-optimizing datastructures. This is a non-trivial generalization of the classic splay tree concept. While in classic BSTs, a *lookup request* always originates from the same node, the tree root, distributed datastructures and networks such as skip graphs [2], [13] have to support *routing requests* between arbitrary pairs (or *peers*) of communicating nodes; in other words, both the source as well as the destination of the requests become variable. Figure 1 illustrates the difference between classic and distributed binary search trees.

In this paper, we ask: Can we gain similar benefits from self-

Demand-Aware Network Design with Minimal Congestion and Route Lengths

Chen Avin
Communication Systems Engineering Dept.
Ben Gurion University of the Negev, Israel

Kaushik Mondal
Communication Systems Engineering Dept.
Ben Gurion University of the Negev, Israel

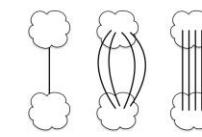
Stefan Schmid
Faculty of Computer Science
University of Vienna, Austria

Abstract—Emerging communication technologies allow to reconfigure the physical network topology at runtime, enabling demand-aware networks (DANs): networks whose topology is optimized toward the workload they serve. However, today only little is known about the fundamental algorithmic problems underlying the design of DANs. This paper initiates the study of DANs, which minimizes both congestion and route lengths. The designed network is a *skip graph* (a distributed datastructure). In particular, we show that there do not exist any bounded-degree networks for which every node is a *hub* (i.e., it carries all of the load), nor do we exist networks providing lower loads (i.e., the sum of the route lengths). The main building block of the designed *d-DAN* networks are *ego-trees*: communication sources arrange their communication partners in an optimal tree, *individually*. While the union of these ego-trees forms the basic structure of *d-DANs*, further techniques are presented to ensure bounded degrees (for scalability).

I. INTRODUCTION

A. Motivation

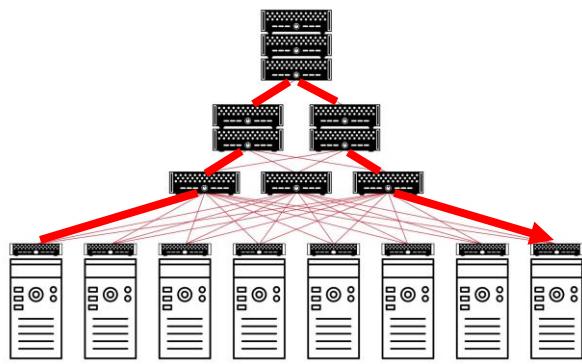
Data center networks have become a critical infrastructure of our digital society. With the trend toward more data-intensive applications, data center network traffic is growing quickly [7], [31]. As much of this traffic is internal to the data center (e.g.,



However, only little is known today about the algorithmic challenge of designing demand-aware networks which provide low congestion and short routes (in the number of hops), for

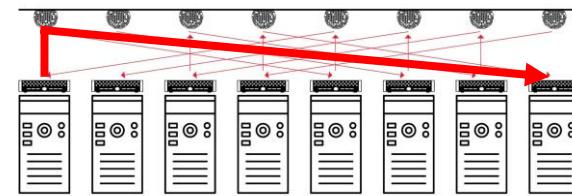
It is more complicated...

- Self-adjusting networks may be really useful to serve large flows (**elephant flows**): avoiding multi-hop routing



6 hops

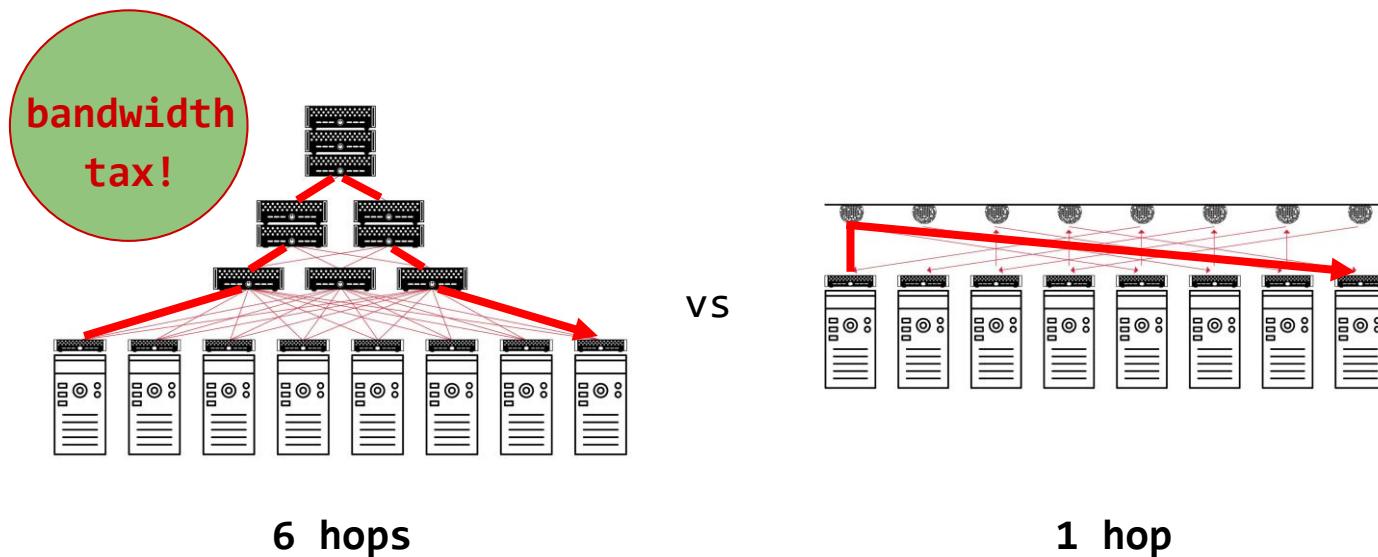
vs



1 hop

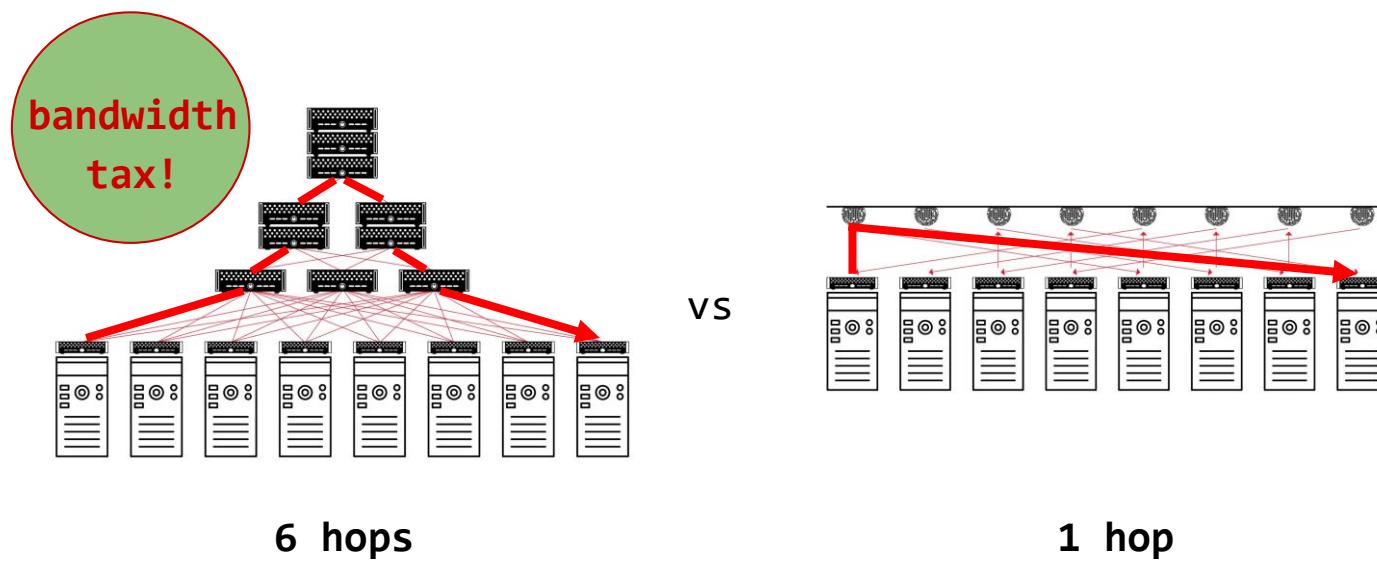
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It is more complicated...

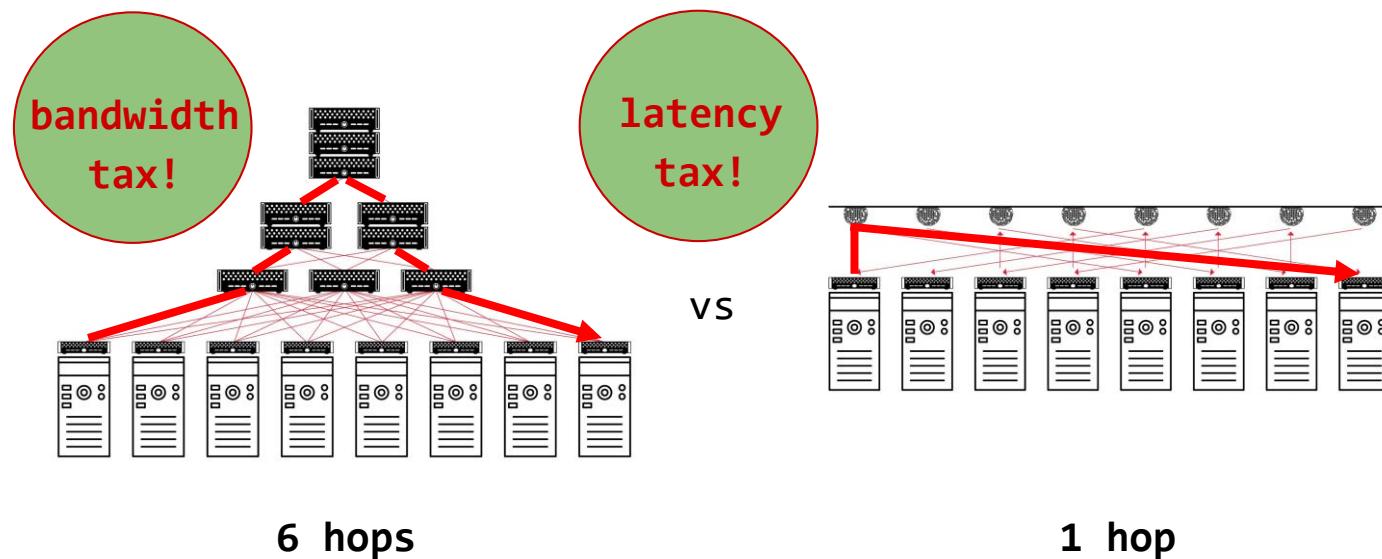
- Self-adjusting networks may be really useful to serve large flows (**elephant flows**): avoiding multi-hop routing



- However, requires optimization and adaption, which **takes time**

It is more complicated...

- Self-adjusting networks may be really useful to serve large flows (**elephant flows**): avoiding multi-hop routing



- However, requires optimization and adaption, which **takes time**

Indeed, it is more complicated than that...

Challenge: Traffic Diversity

Diverse patterns:

- Shuffling/Hadoop:
all-to-all
- All-reduce/ML: **ring** or
tree traffic patterns
 - **Elephant** flows
- Query traffic: skewed
 - **Mice** flows
- Control traffic: does not evolve
but has non-temporal structure

Diverse requirements:

- ML is **bandwidth** hungry,
small flows are **latency-**
sensitive



Opportunity: Tech Diversity

Diverse topology components:

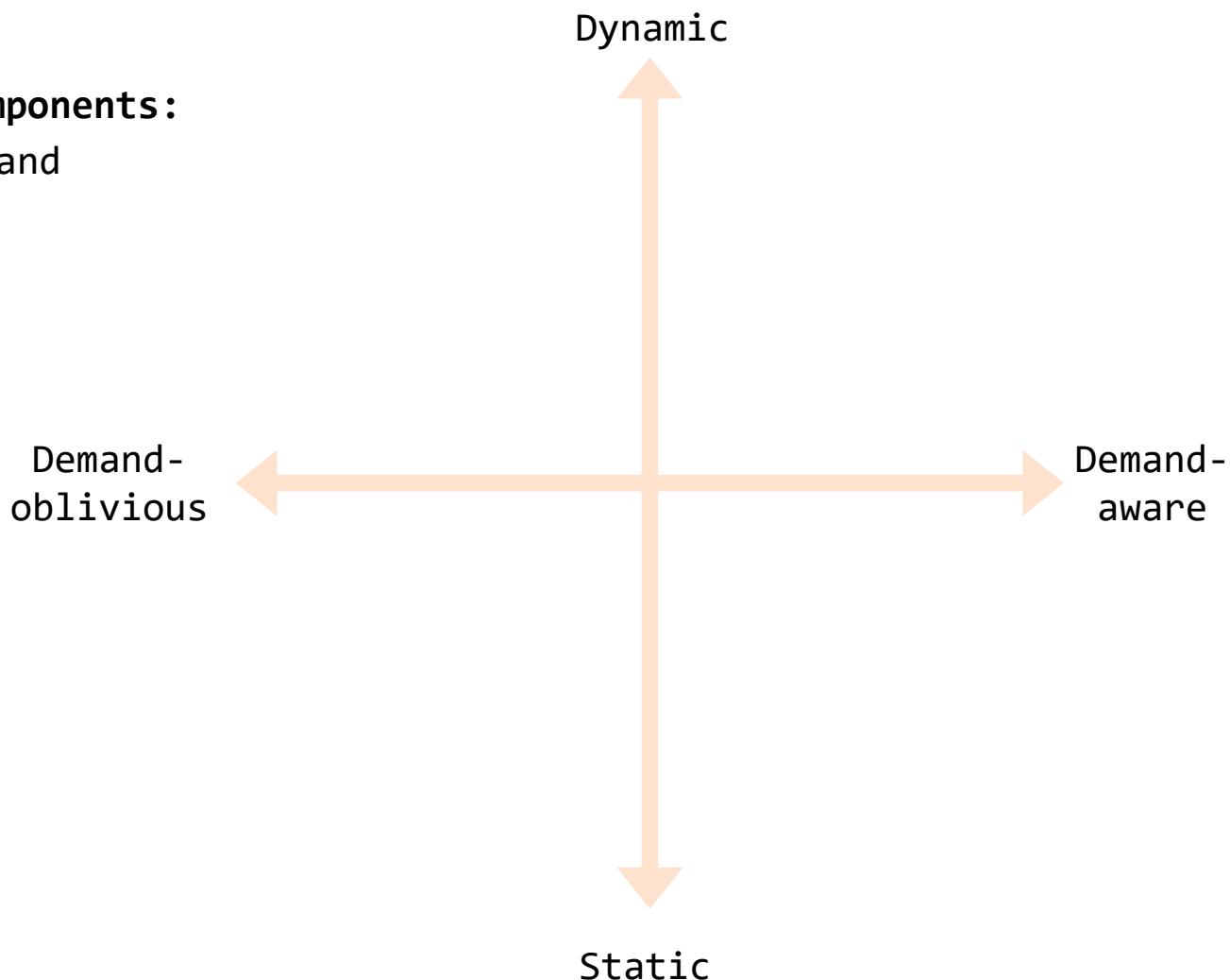
- demand-**oblivious** and
- demand-**aware**



Opportunity: Tech Diversity

Diverse topology components:

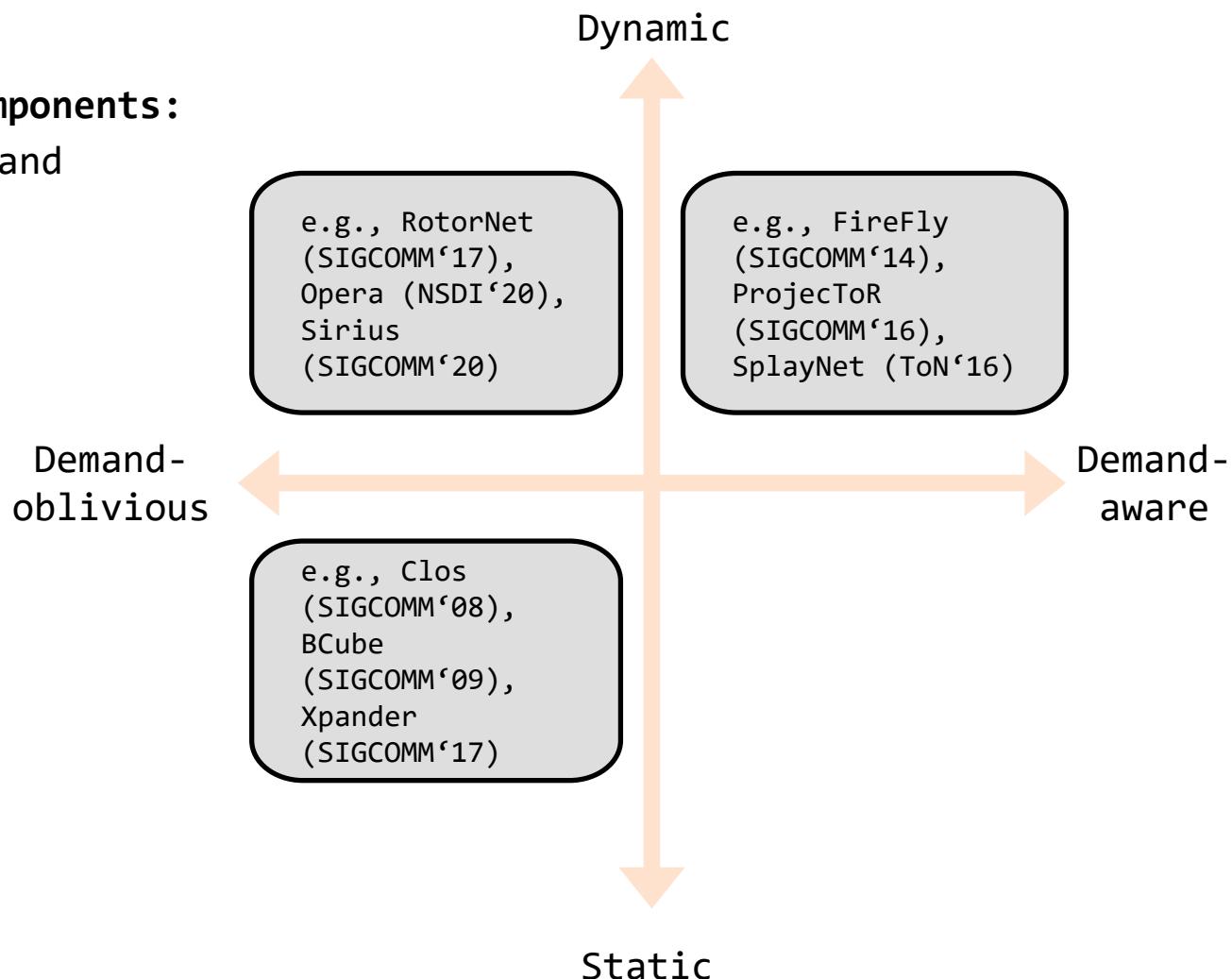
- demand-**oblivious** and
demand-**aware**
- static vs dynamic



Opportunity: Tech Diversity

Diverse topology components:

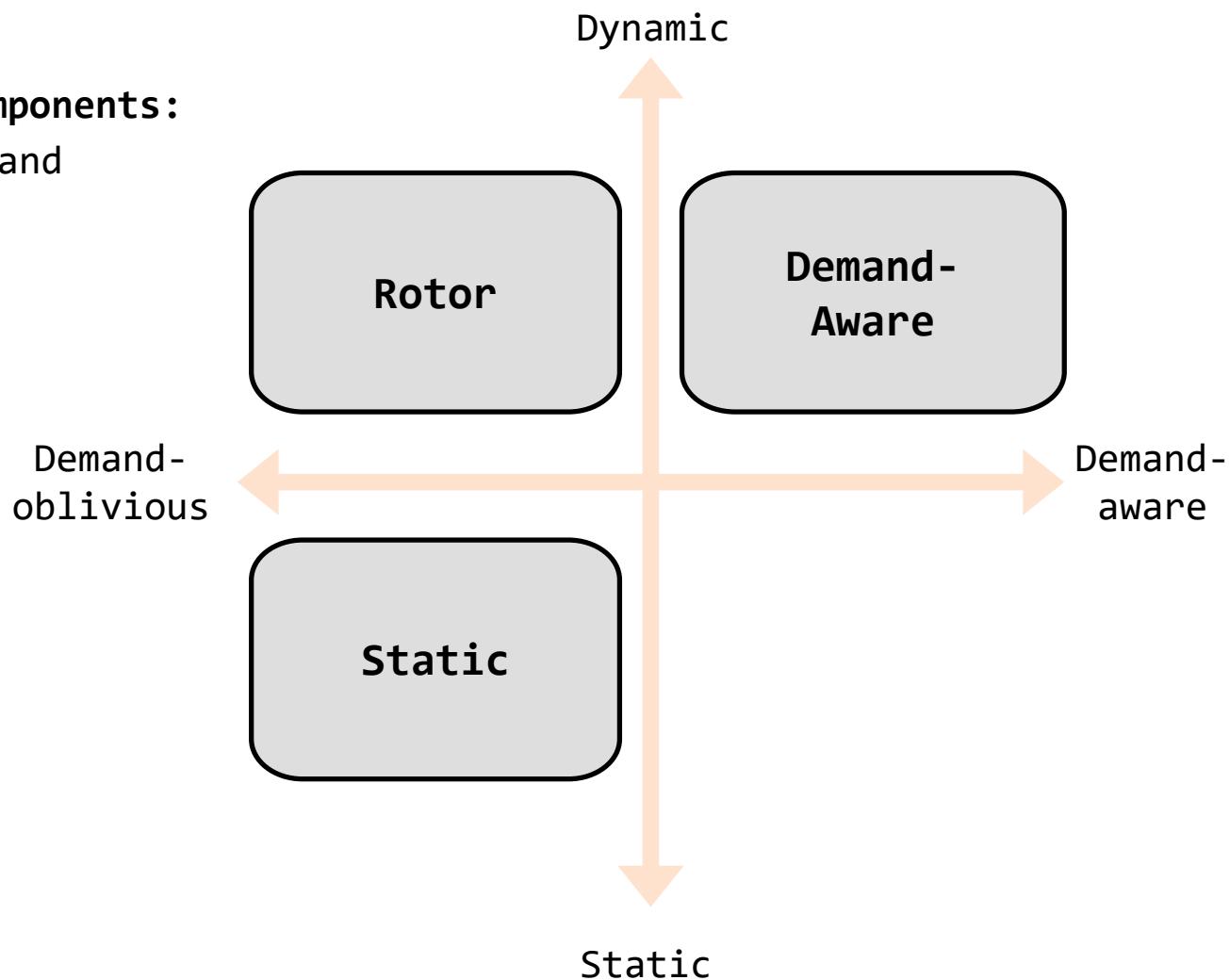
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Opportunity: Tech Diversity

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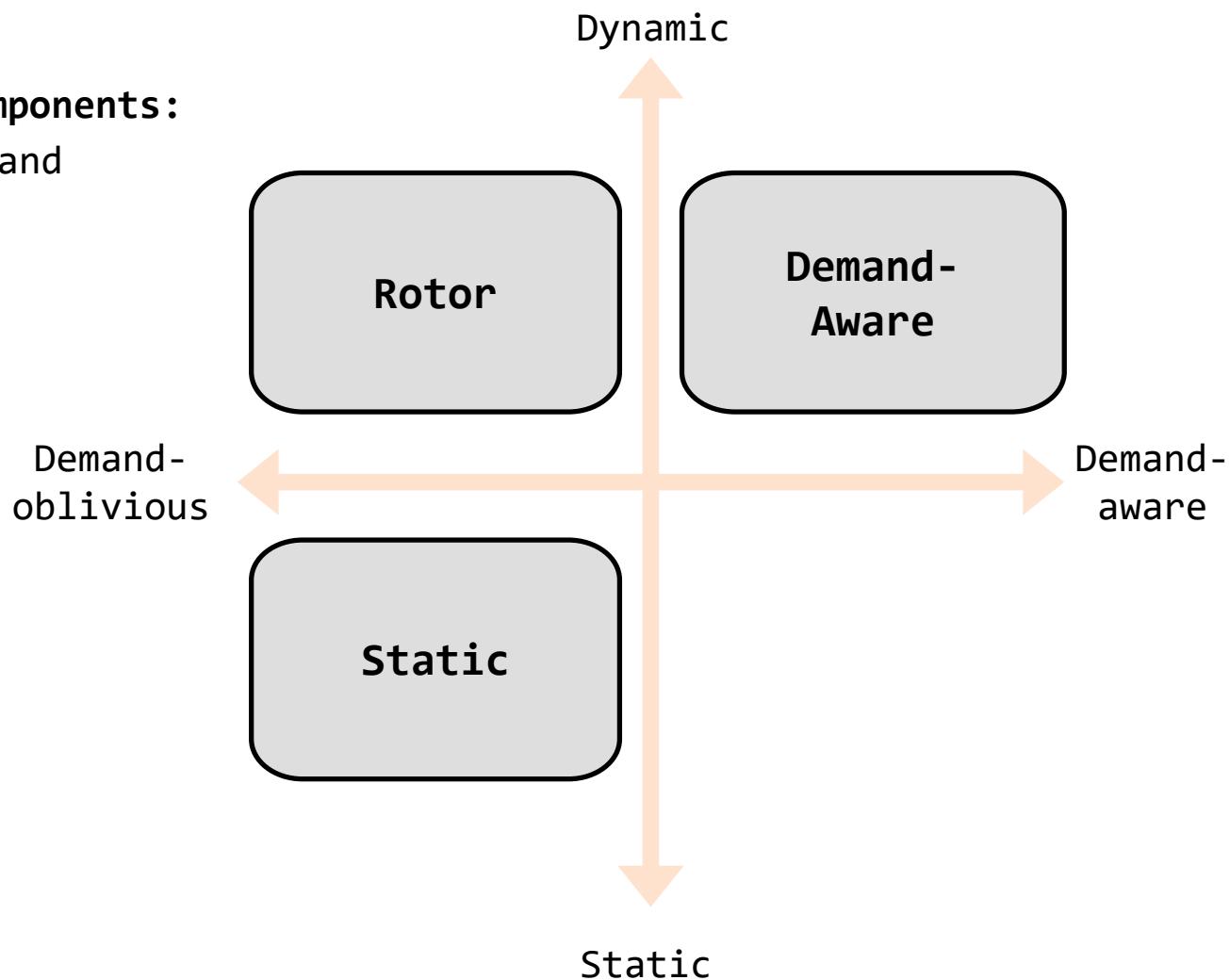
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Opportunity: Tech Diversity

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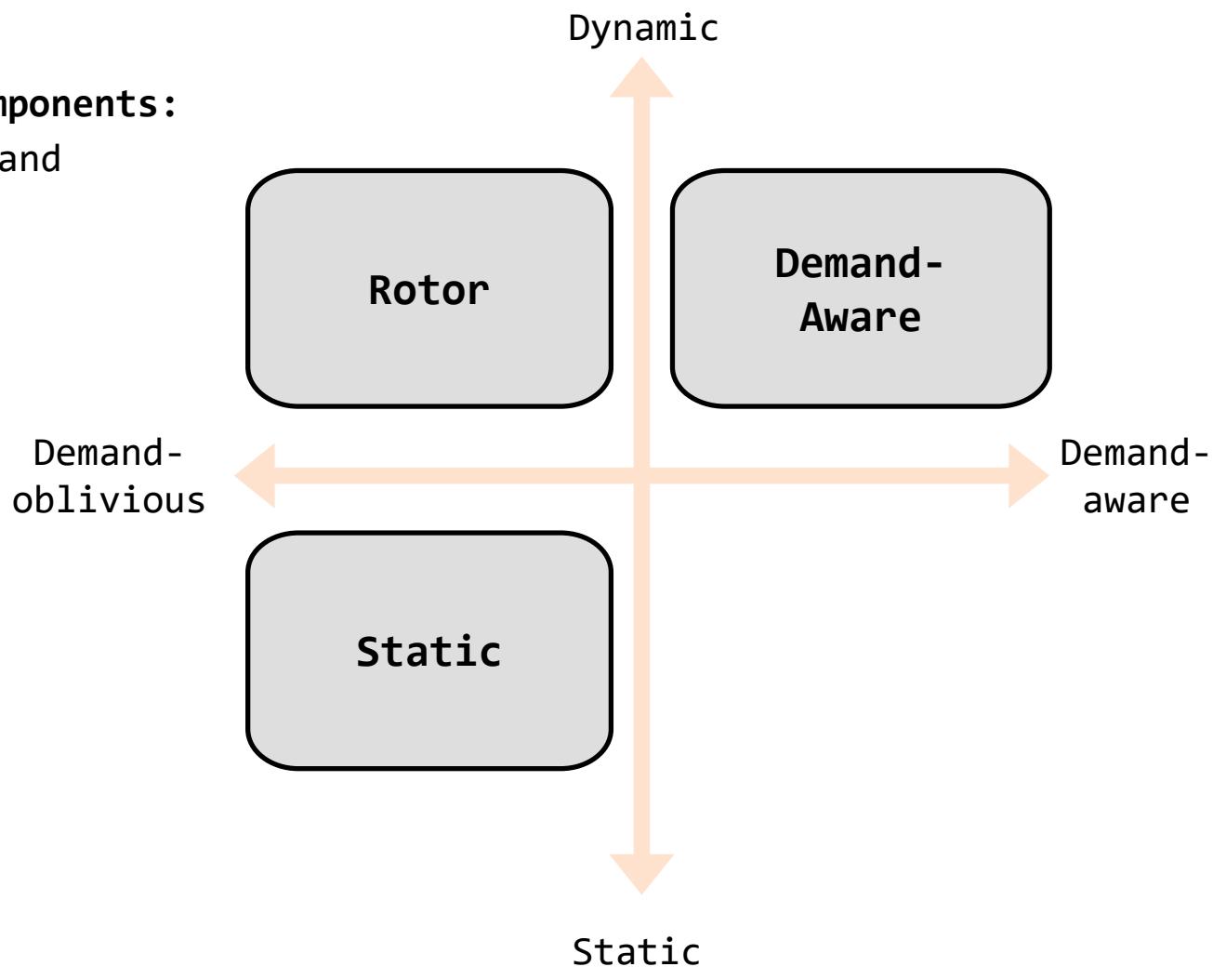
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Opportunity: Tech Diversity

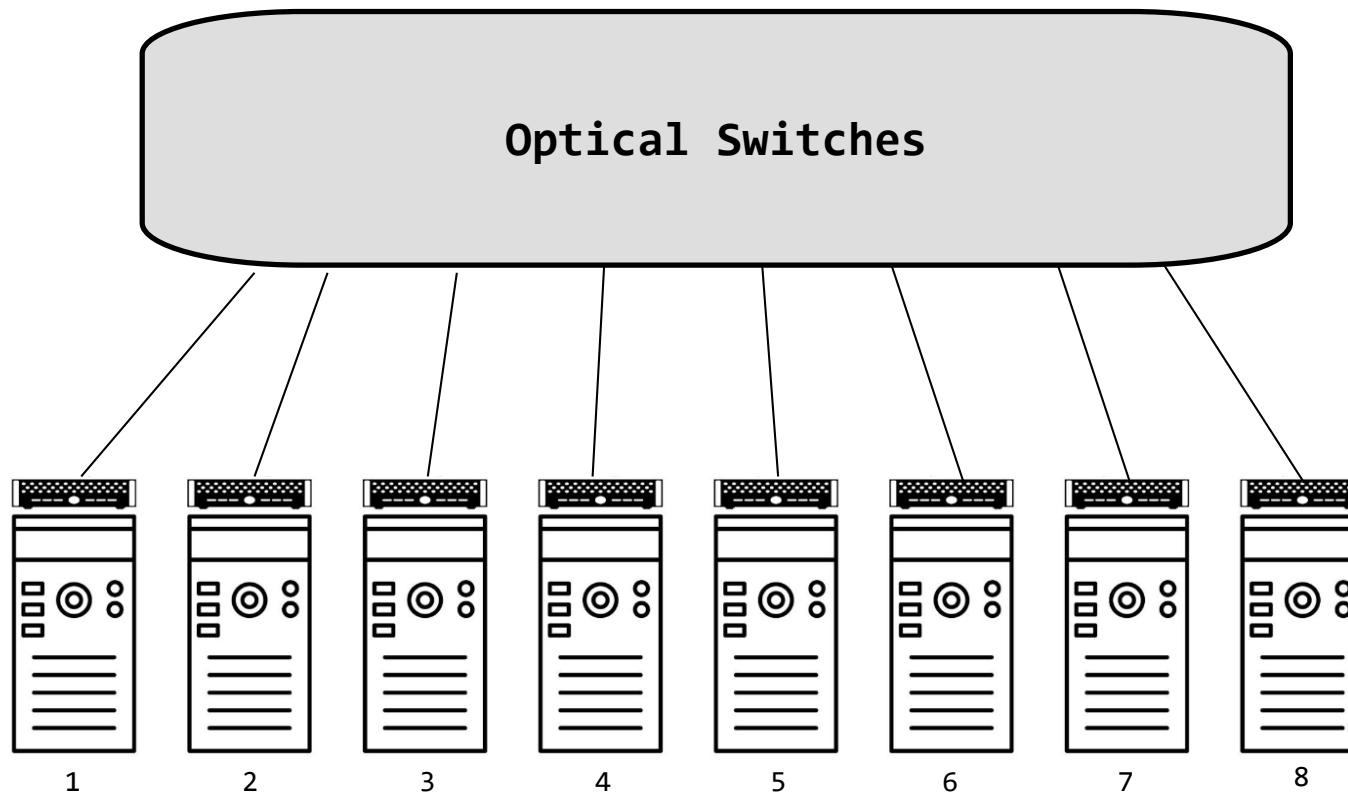
Diverse topology components:

- demand-**oblivious** and
demand-**aware**
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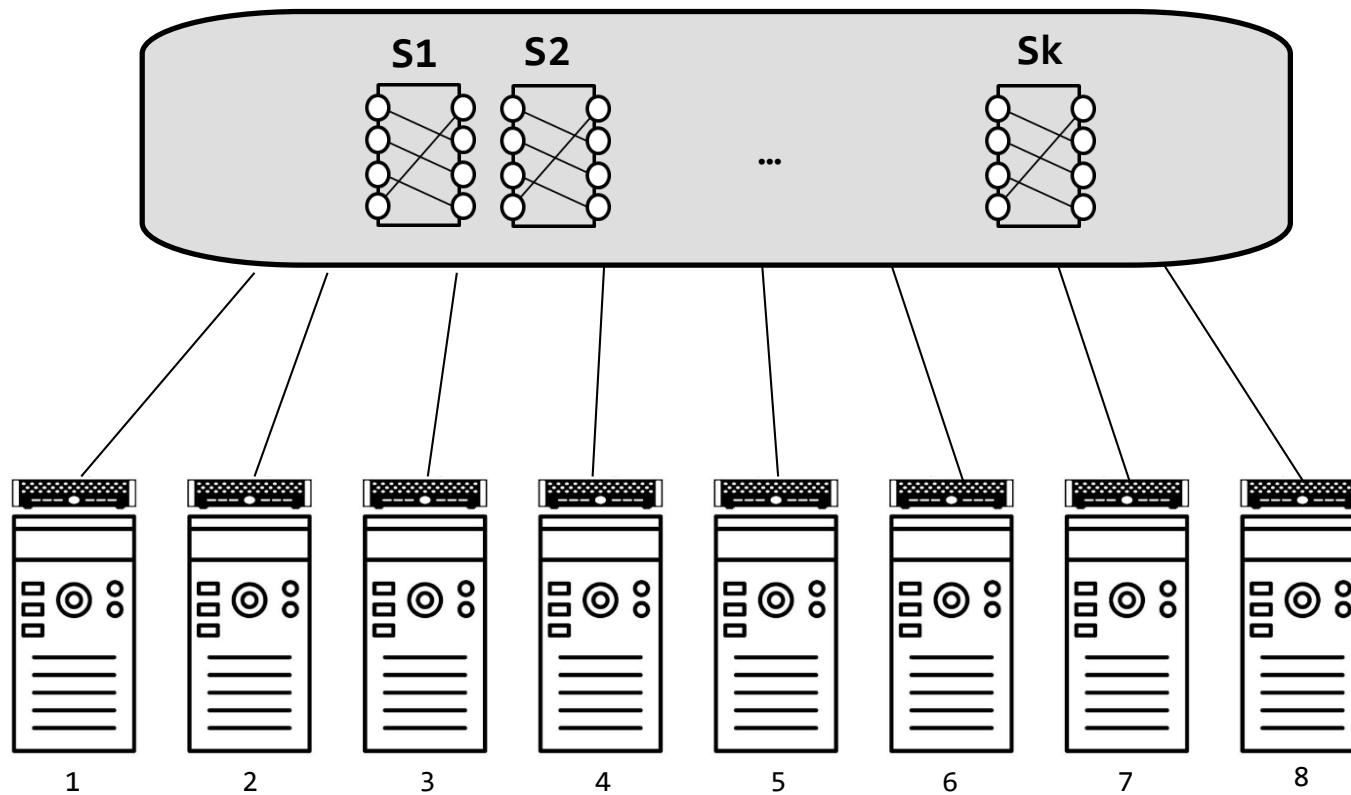
As always in CS:
It depends...

Rack Interconnect



Typical rack internconnect: **ToR-Matching-ToR (TMT) model**

Rack Interconnect

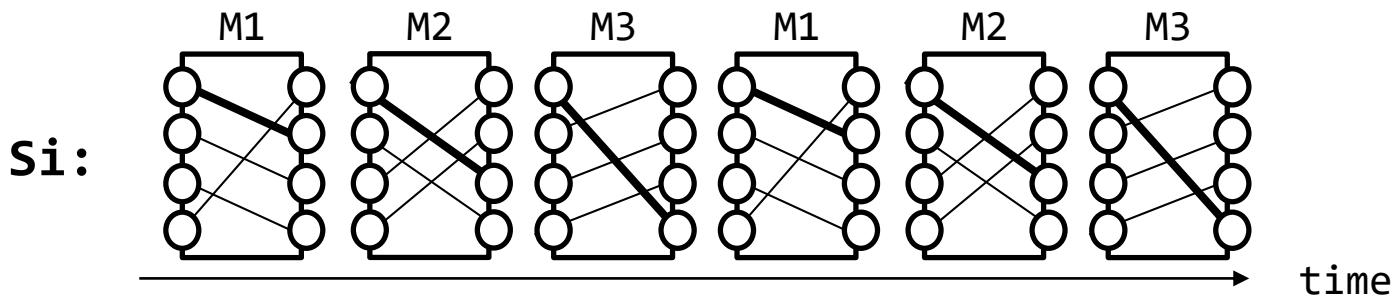


Typical rack internconnect: **ToR-Matching-ToR (TMT) model**

Details: Switch Types

Periodic Switch (aka Rotor Switch)

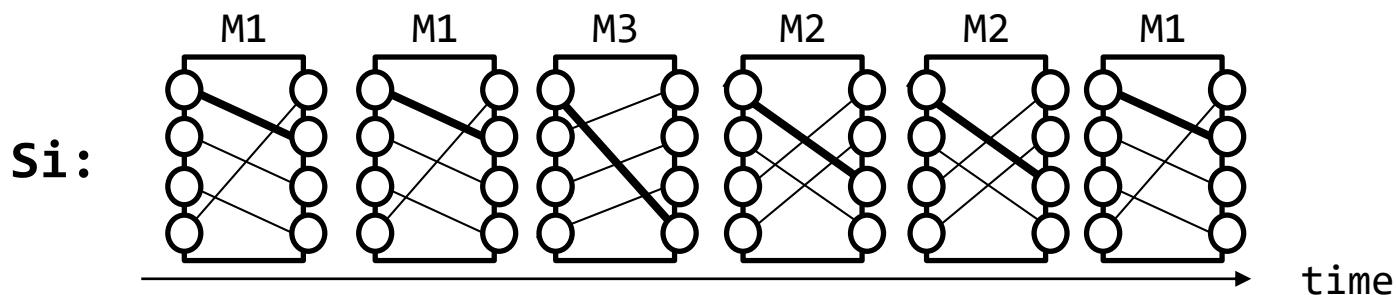
Rotor switch: **periodic** matchings (demand-oblivious)



Details: Switch Types

Demand-Aware Switch

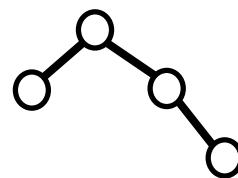
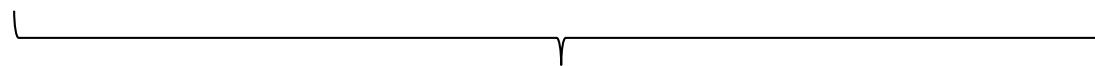
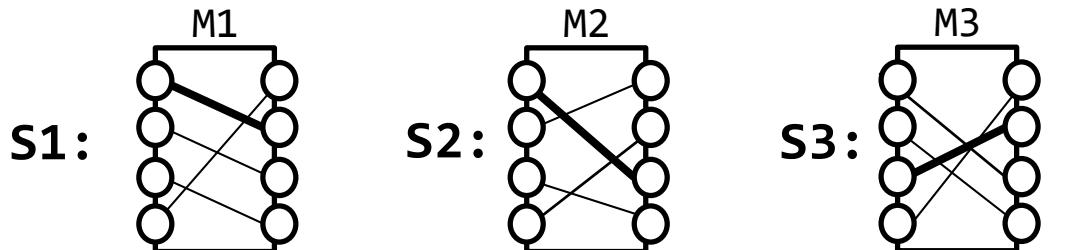
Demand-aware switch: **optimized** matchings



Details: Switch Types

Static Switch

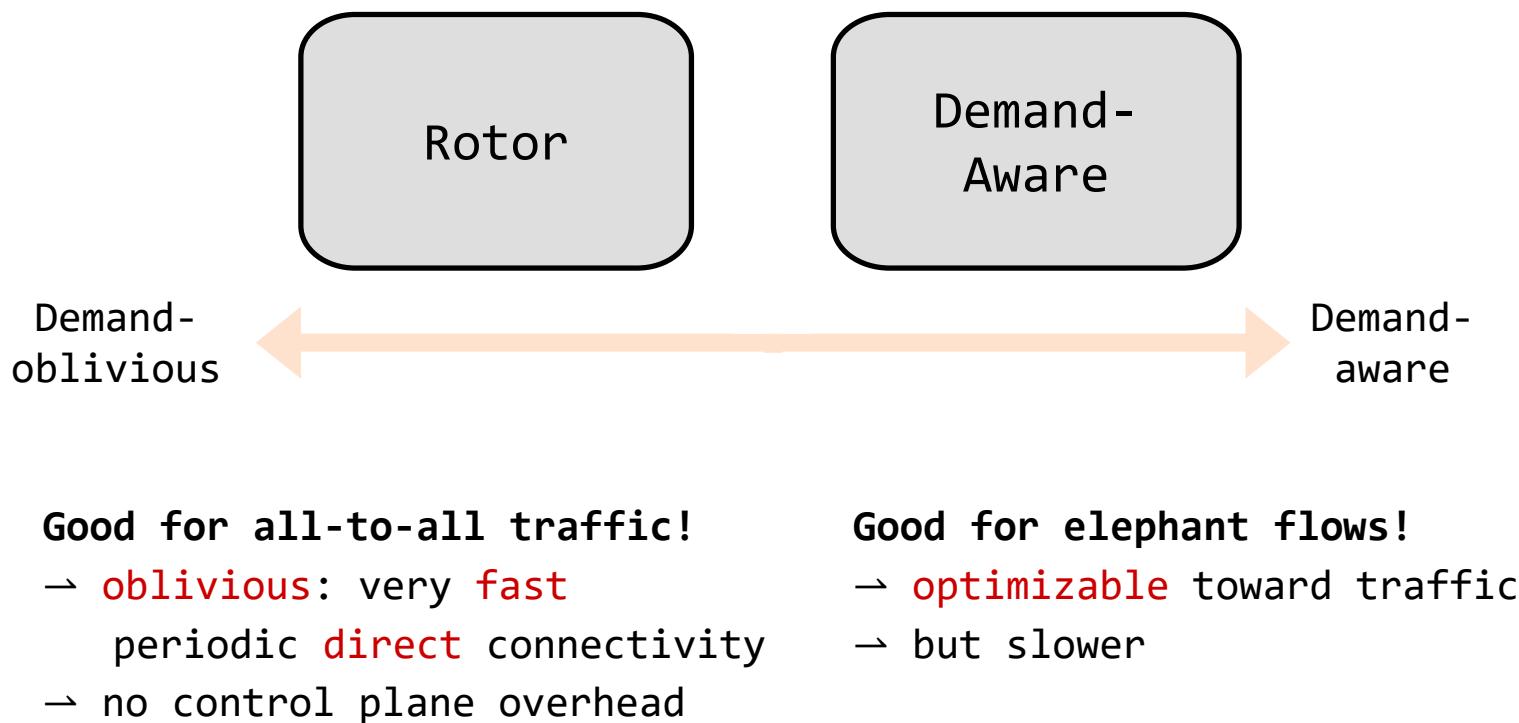
Static switches: **combine** for optimized static topology



e.g., tree, expander

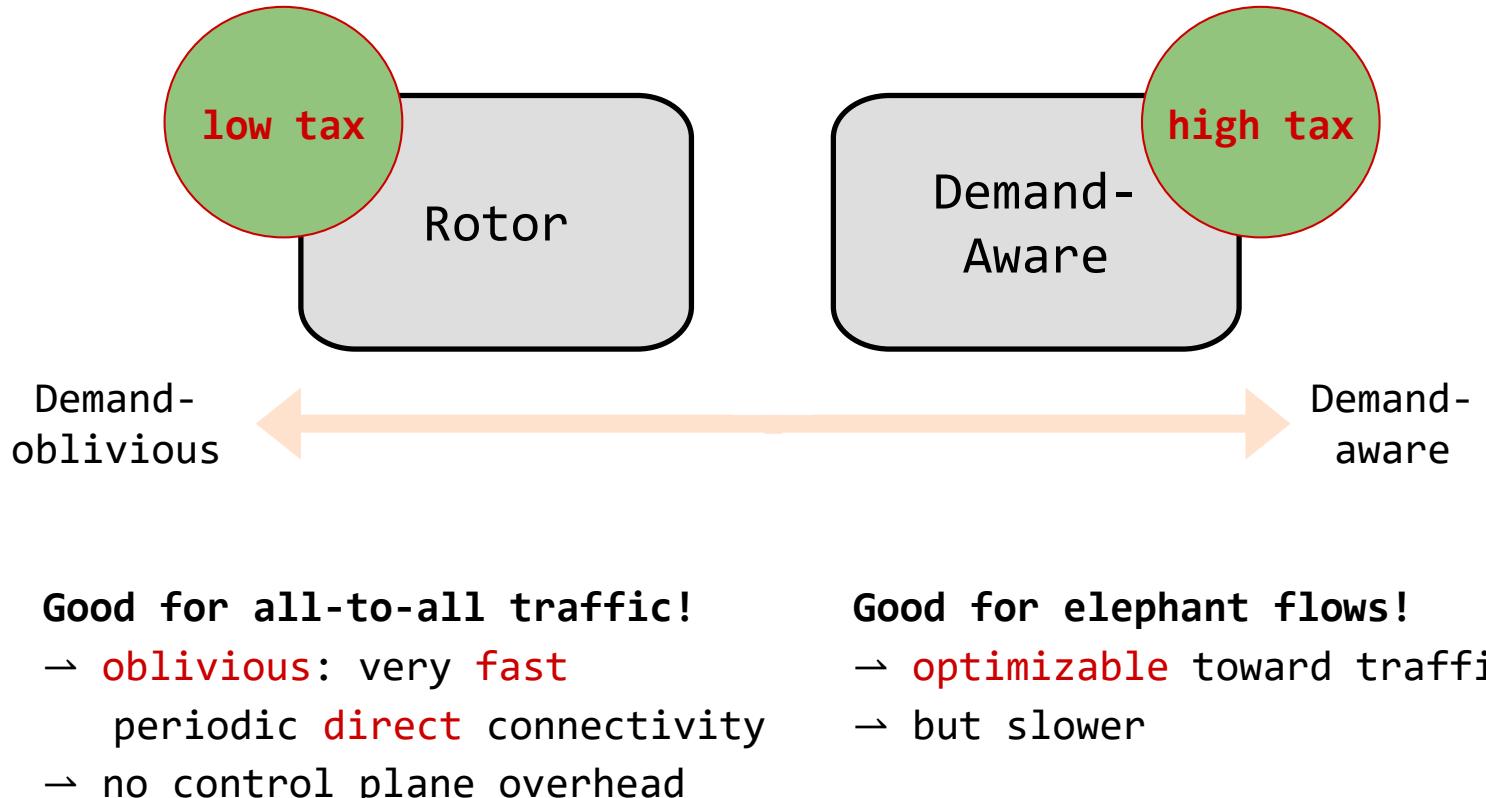
Design Tradeoffs (1)

The “Awareness-Dimension”



Design Tradeoffs (1)

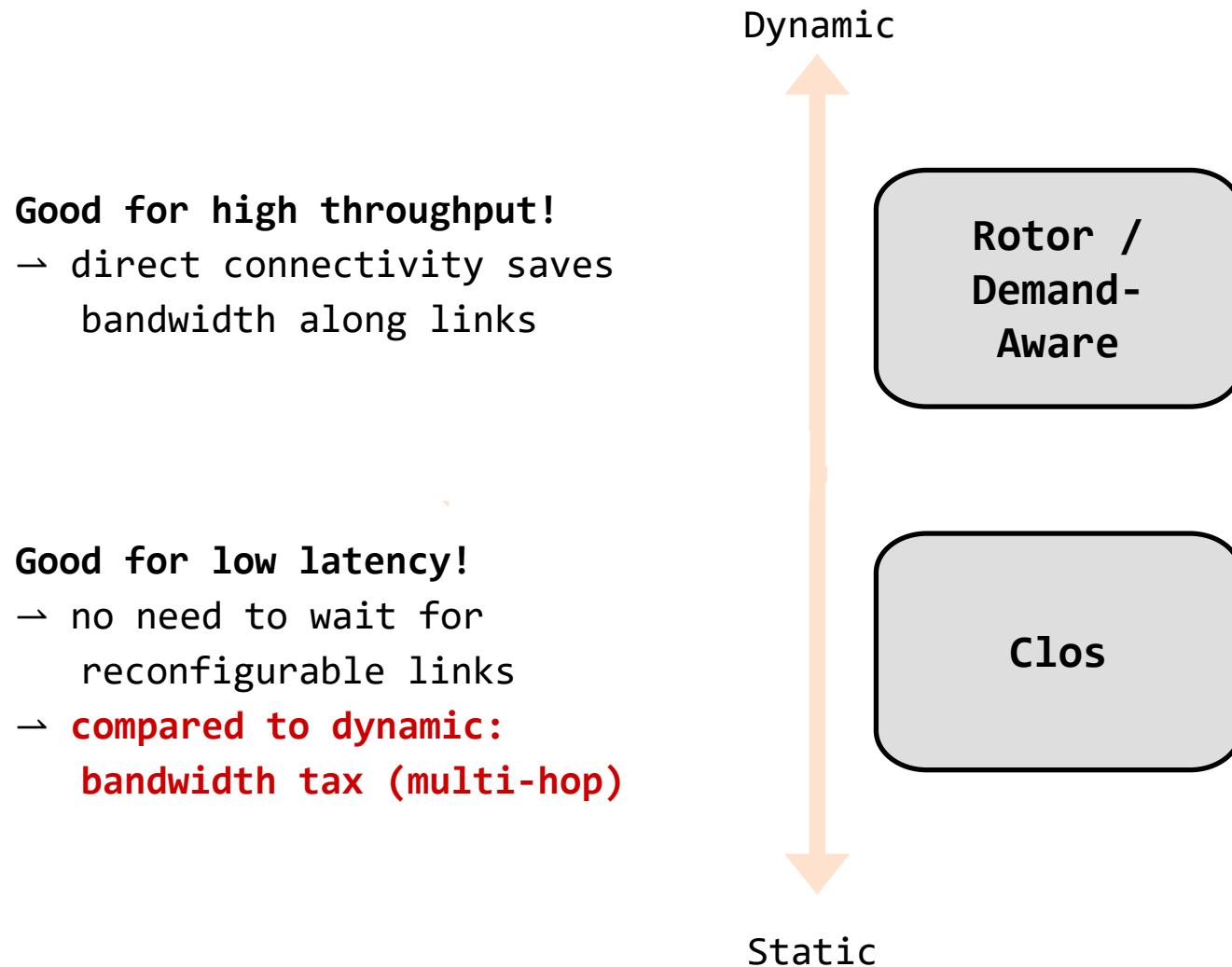
The “Awareness-Dimension”



Compared to static networks: latency tax!

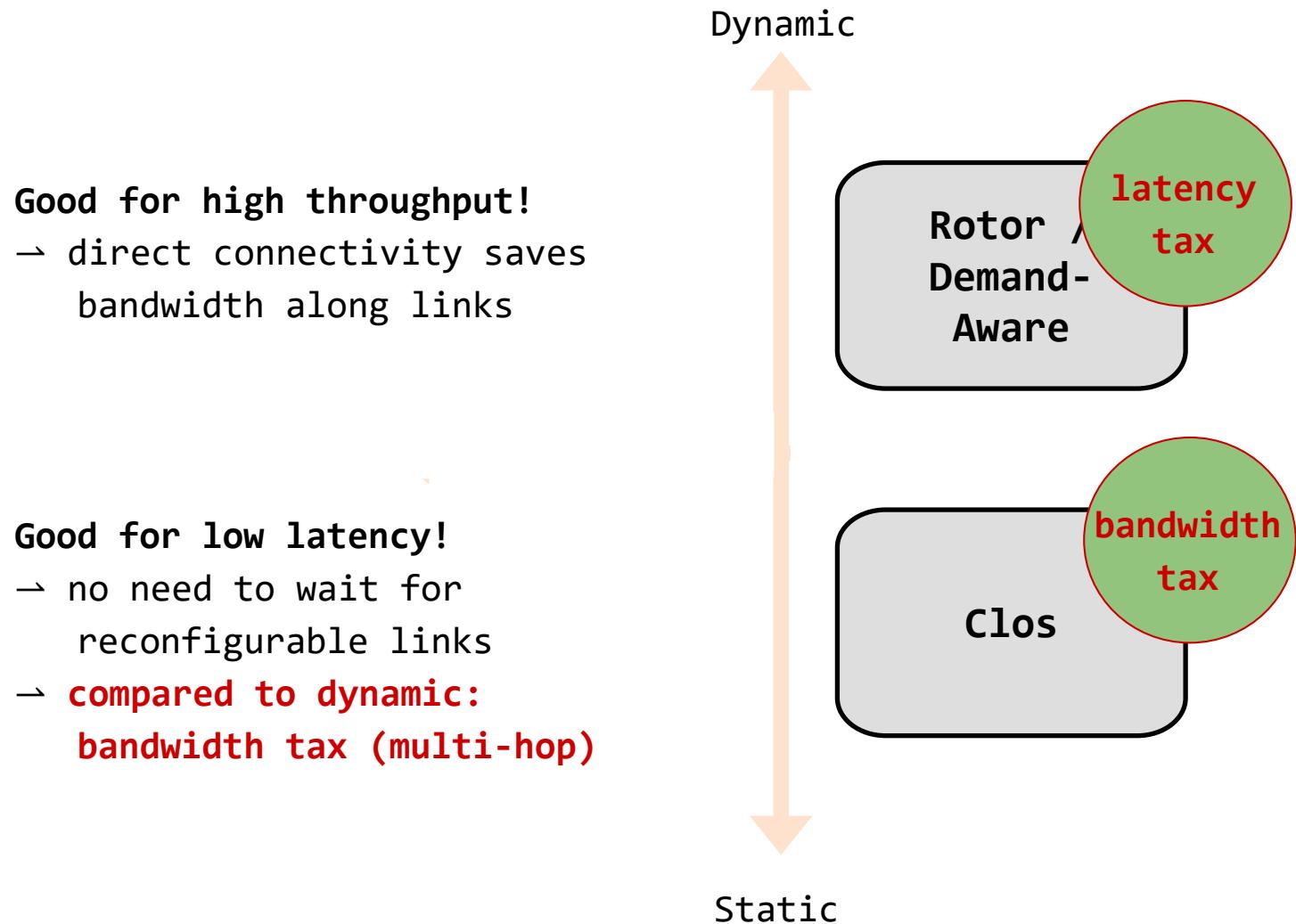
Design Tradeoffs (2)

The “Flexibility-Dimension”



Design Tradeoffs (2)

The “Flexibility-Dimension”



First Observations

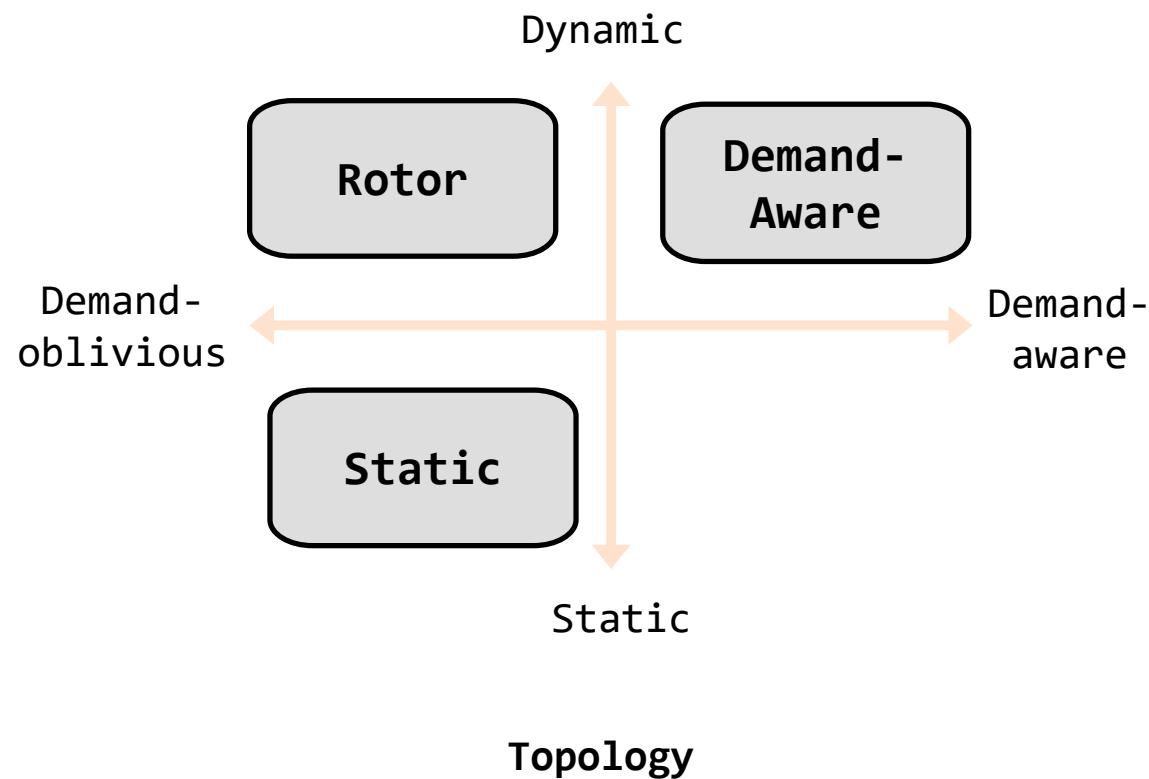
- **Observation 1:** Different topologies provide different tradeoffs.
- **Observation 2:** Different traffic requires different topology types.
- **Observation 3:** A **mismatch of demand** and topology can increase **flow completion times**.

Examples:

Match or Mismatch?

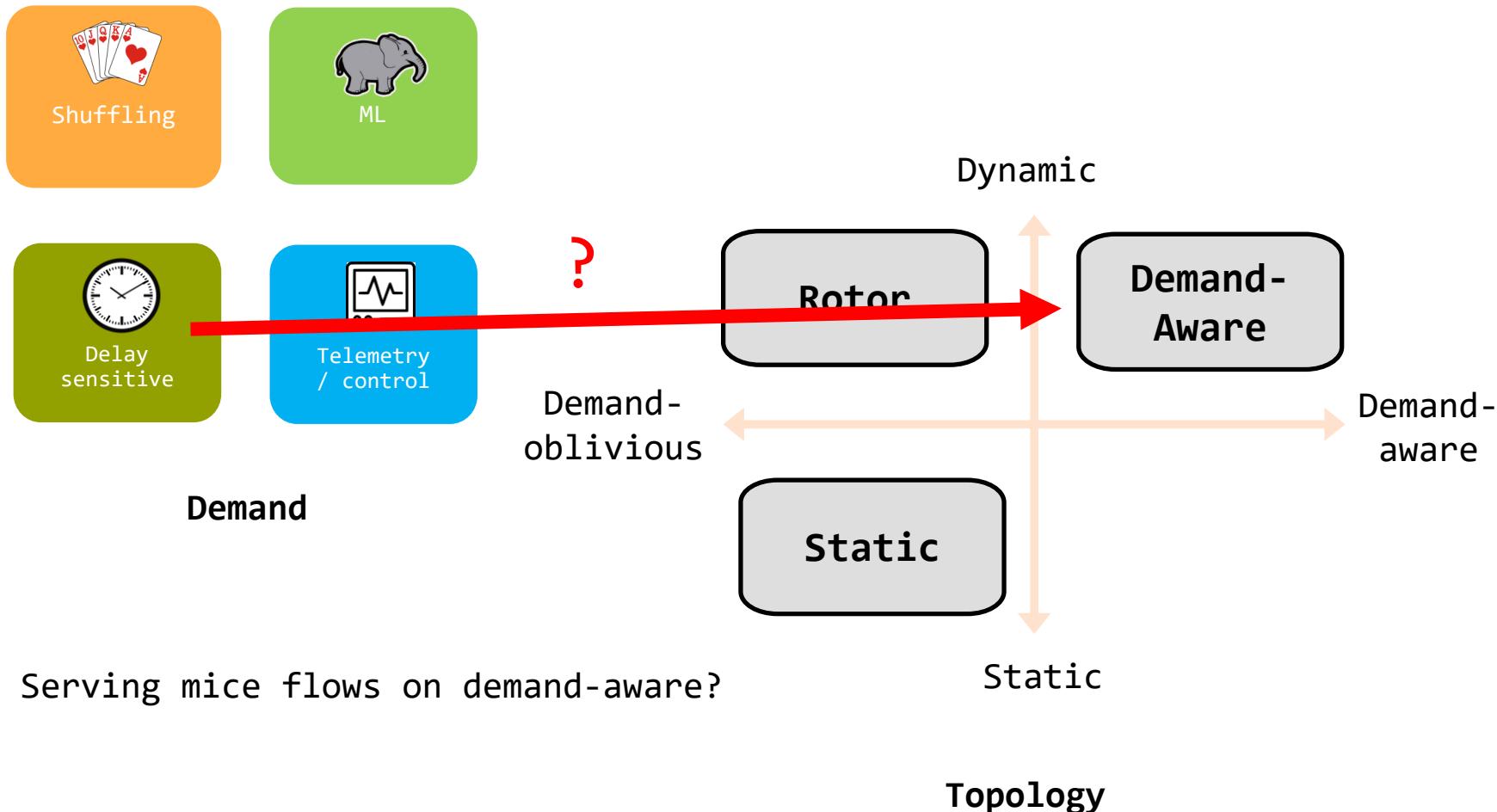


Demand



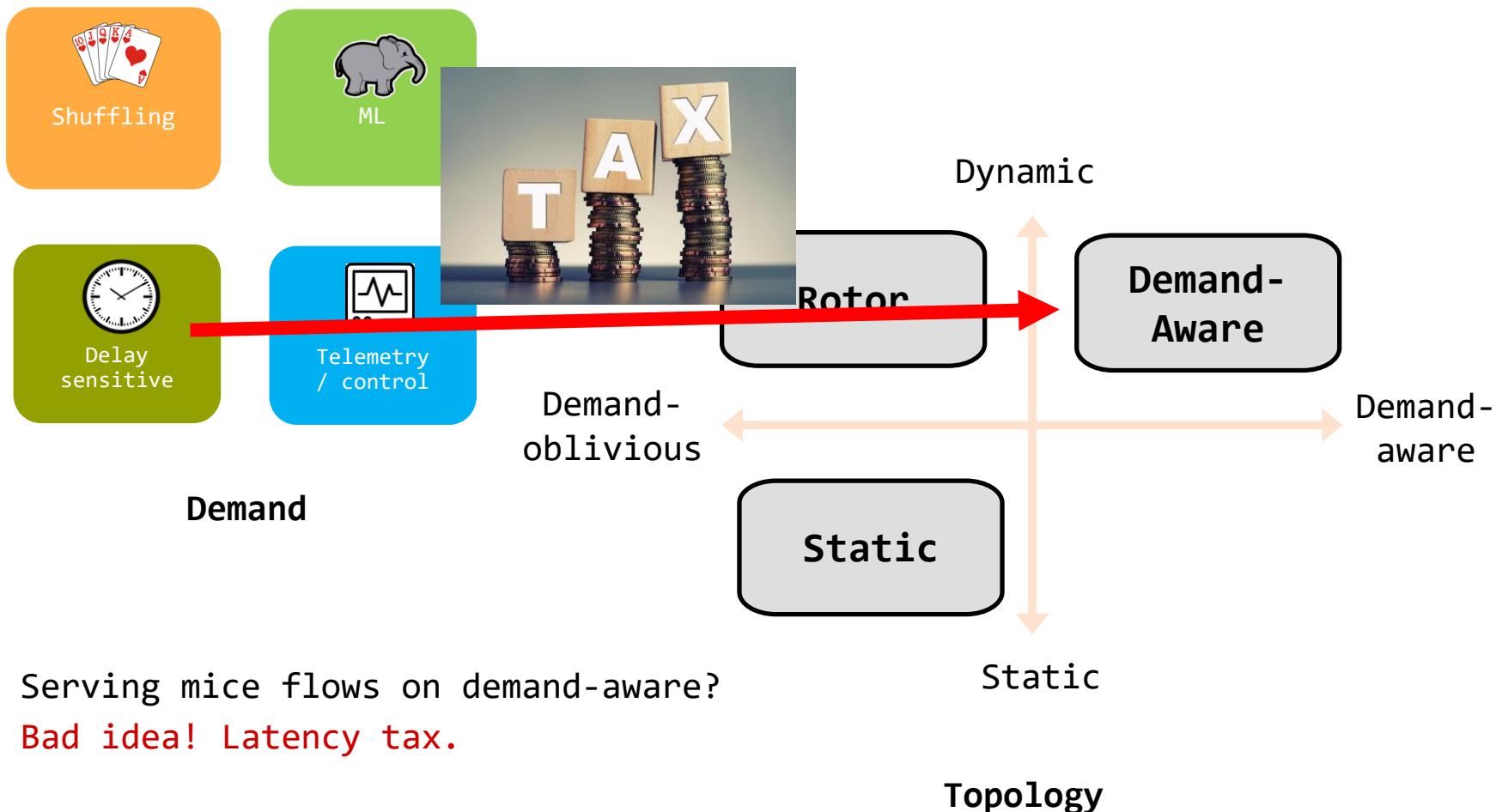
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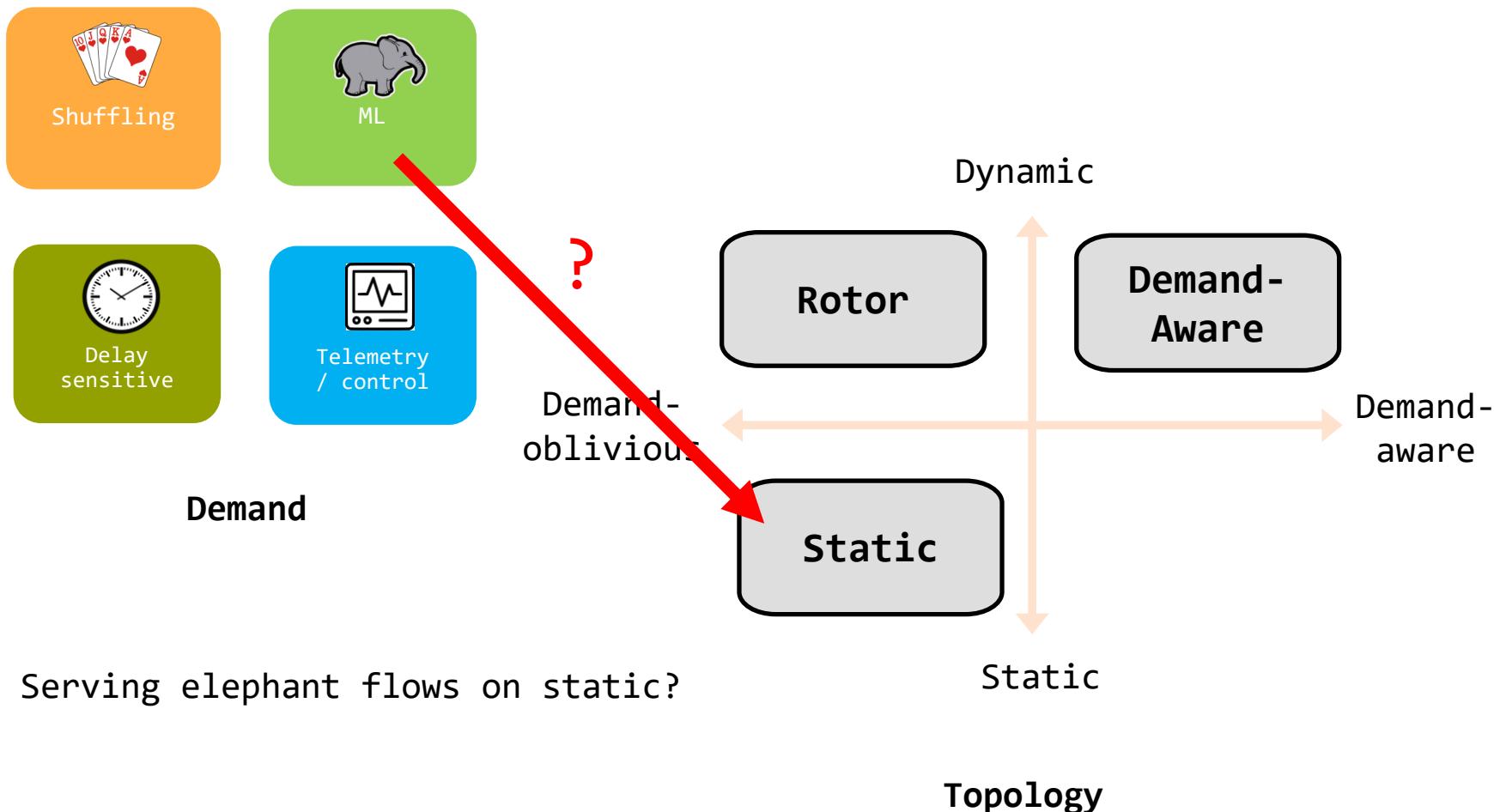
Examples:

Match or Mismatch?



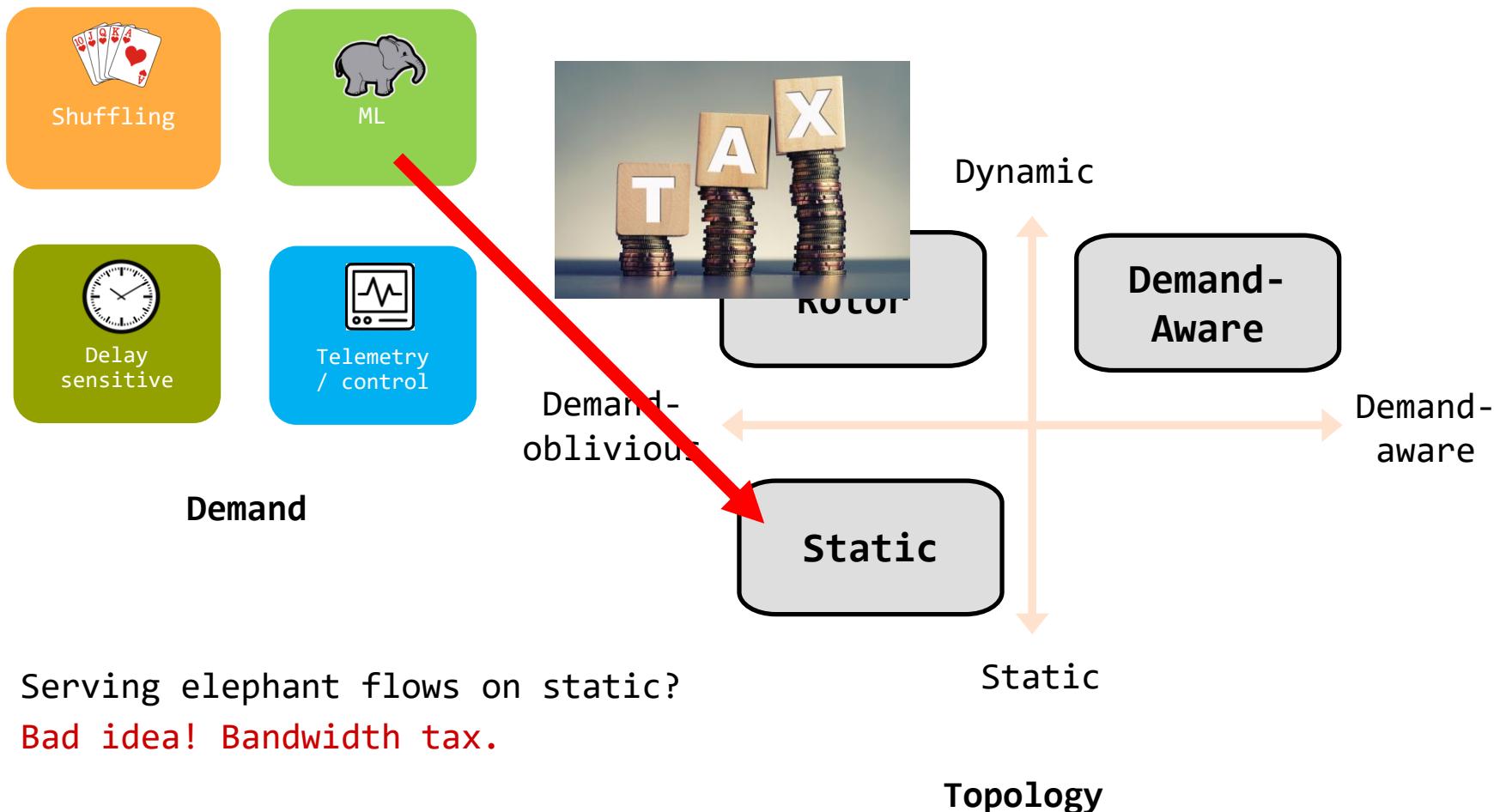
Examples:

Match or Mismatch?

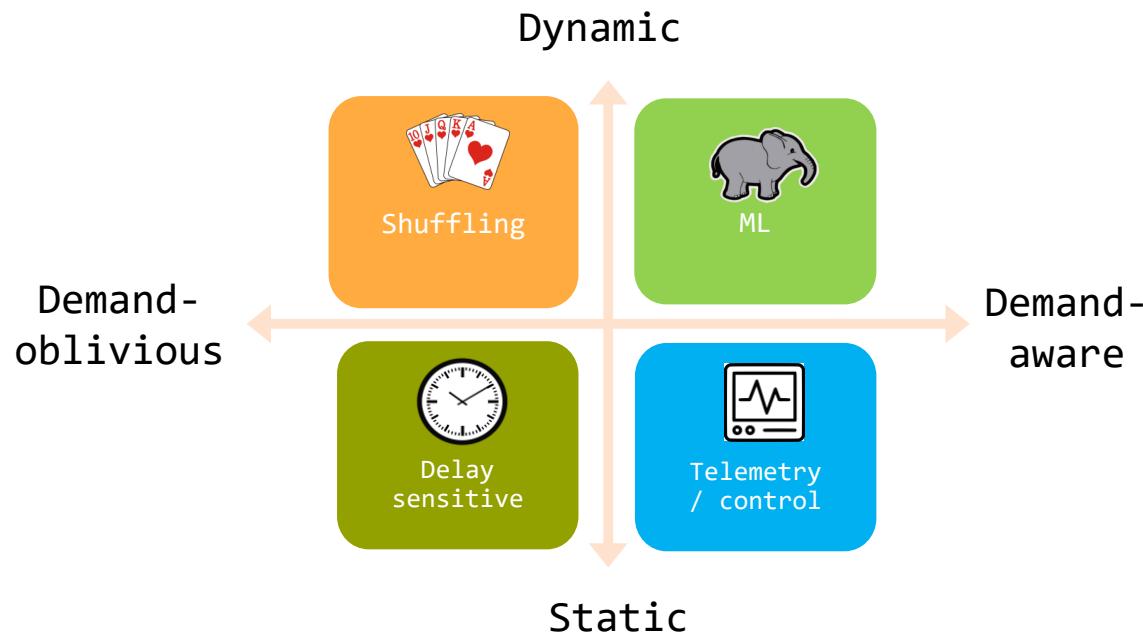


Examples:

Match or Mismatch?

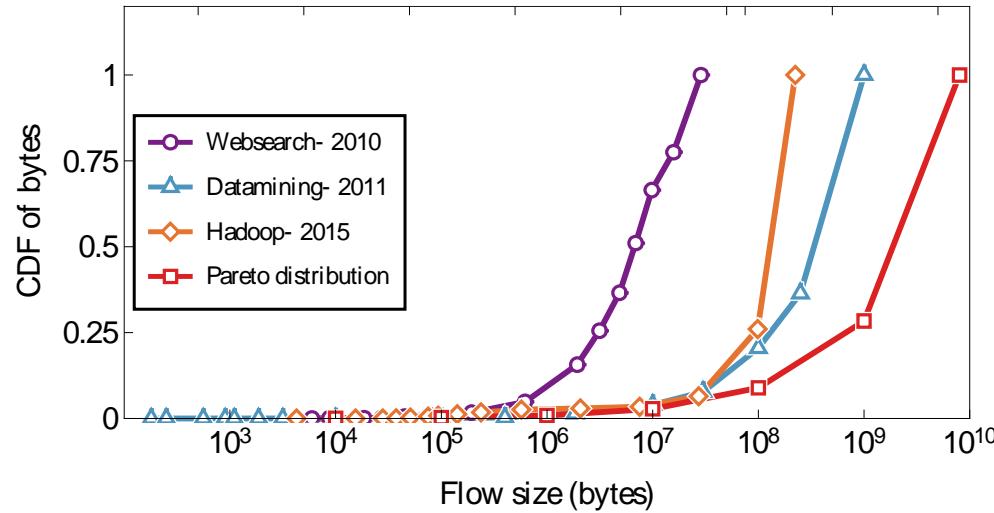


Cerberus: It's a Match!



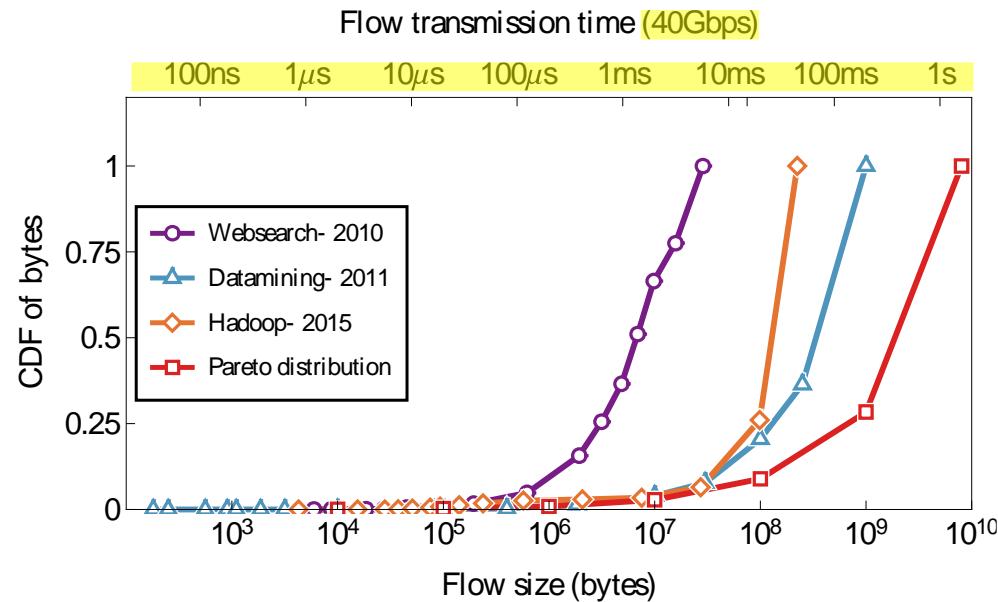
Our system Cerberus* serves traffic on the “best topology”!

Flow Size Matters



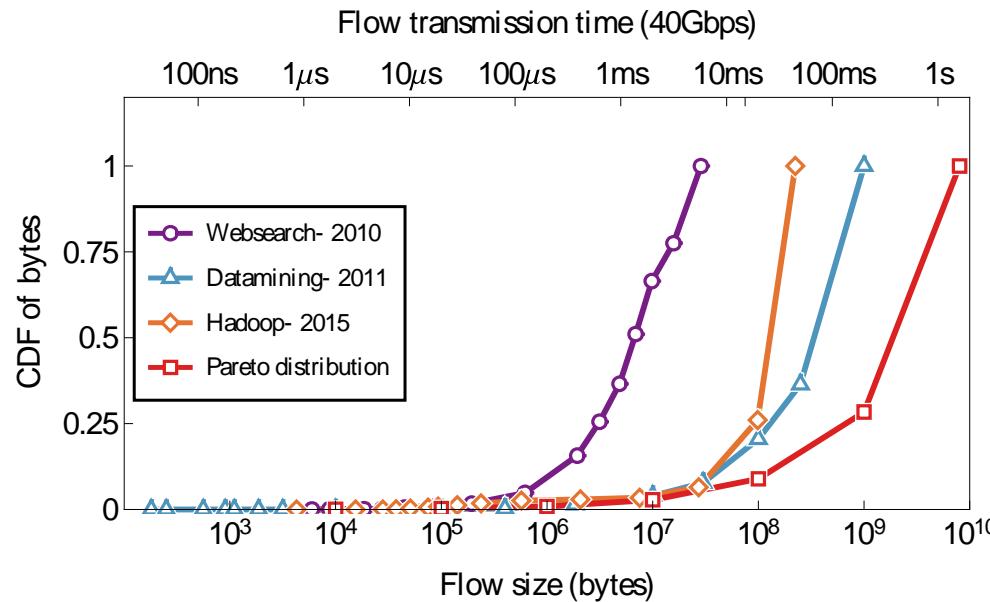
→ **Observation 1:** Different apps have different flow size distributions.

Flow Size Matters



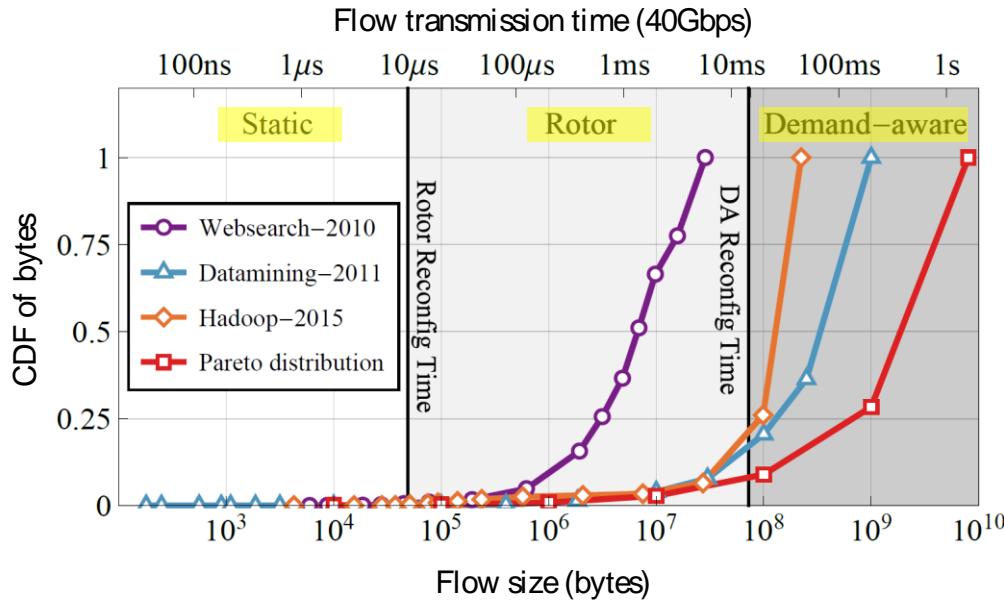
- **Observation 1:** Different apps have different flow size distributions.
- **Observation 2:** The transmission time of a flow depends on its **size**.

Flow Size Matters



- **Observation 1:** Different apps have different flow size distributions.
- **Observation 2:** The transmission time of a flow depends on its size.
- **Observation 3:** For small flows, flow completion time suffers if network needs to be reconfigured first.
- **Observation 4:** For large flows, reconfiguration time may amortize.

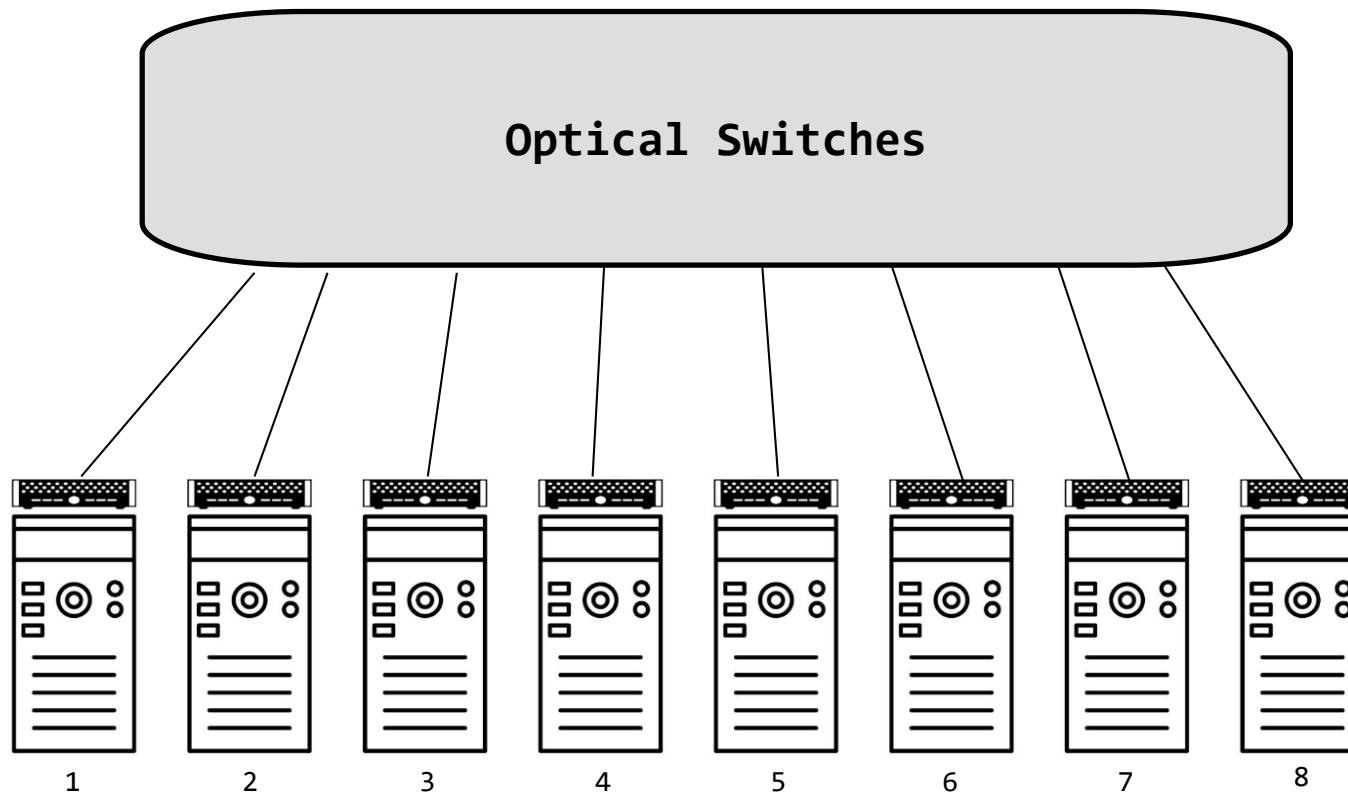
Flow Size Matters



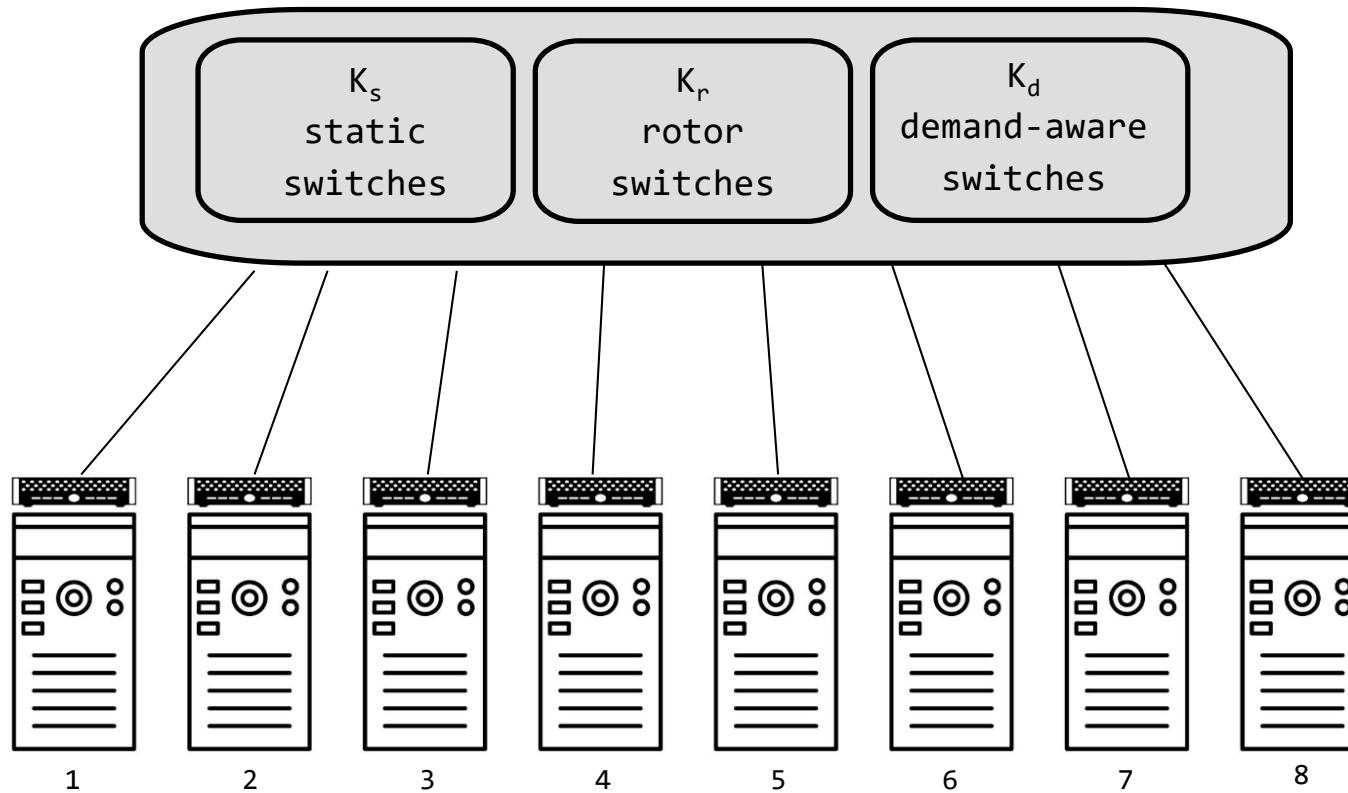
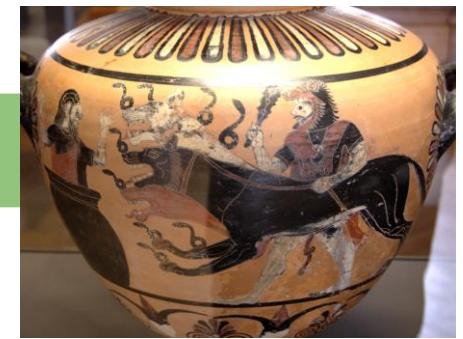
It's a 🔥 Match!

- **Observation 1:** Different apps have different flow size distributions.
- **Observation 2:** The transmission time of a flow depends on its size.
- **Observation 3:** For small flows, flow completion time suffers if network needs to be reconfigured first.
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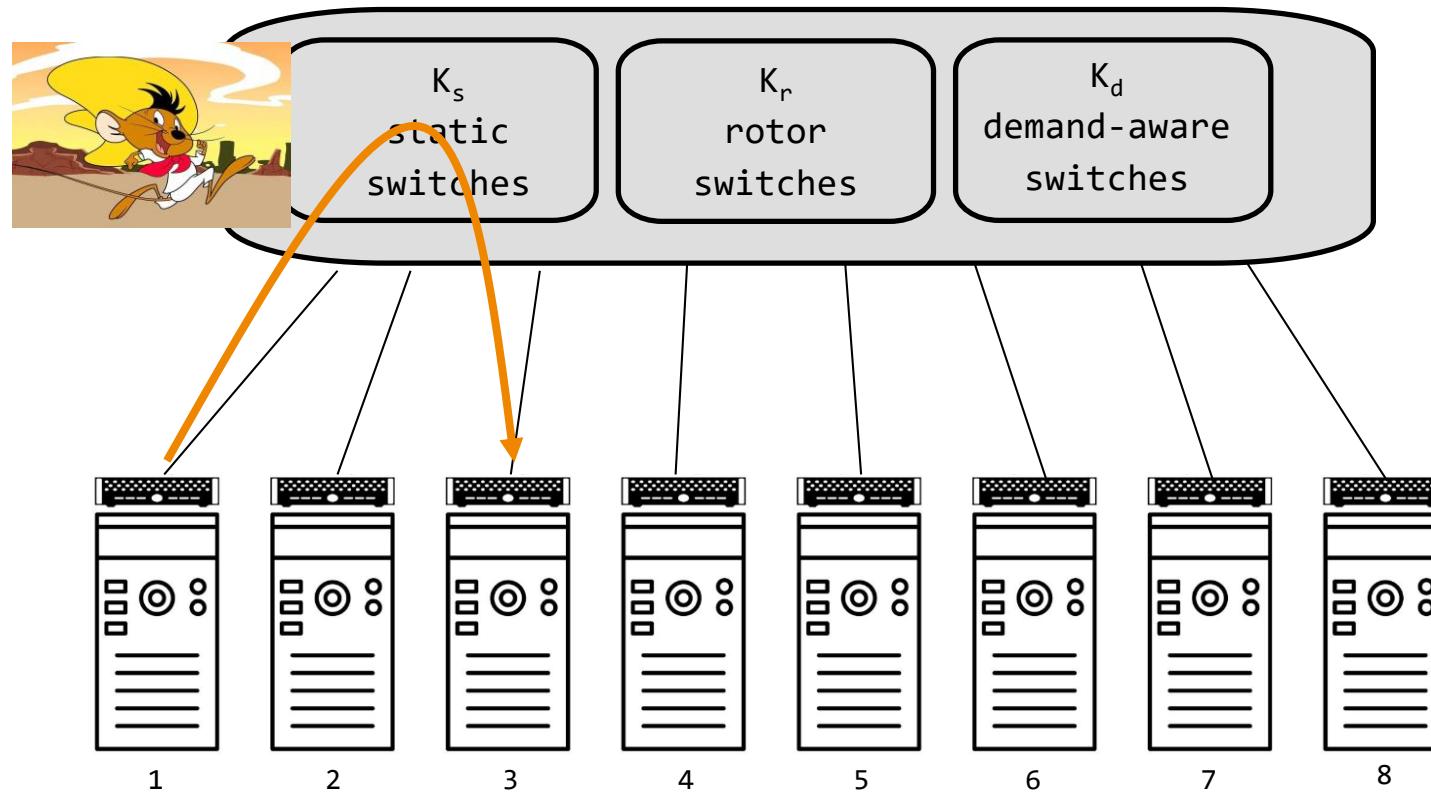
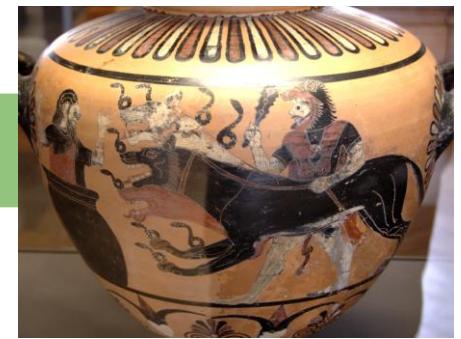
Cerberus



Cerberus

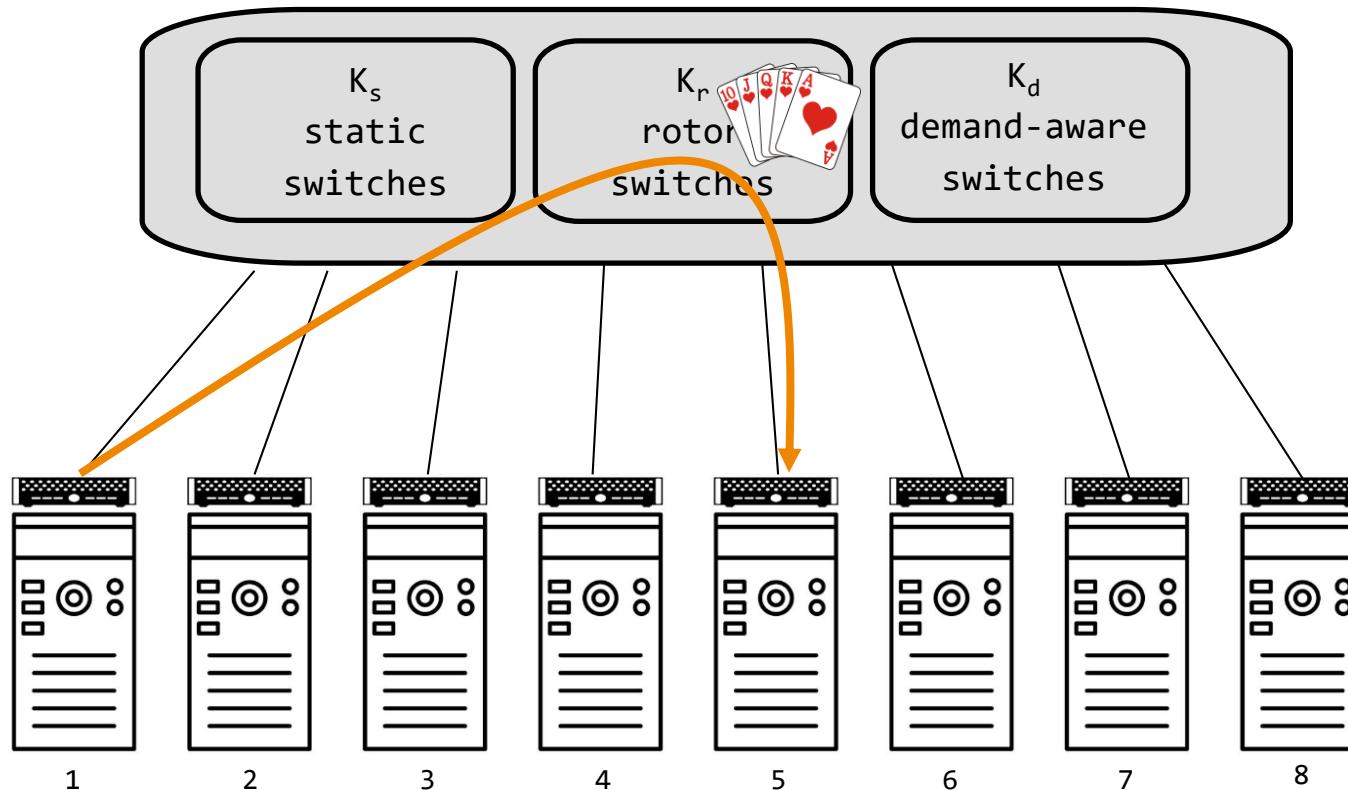


Cerberus



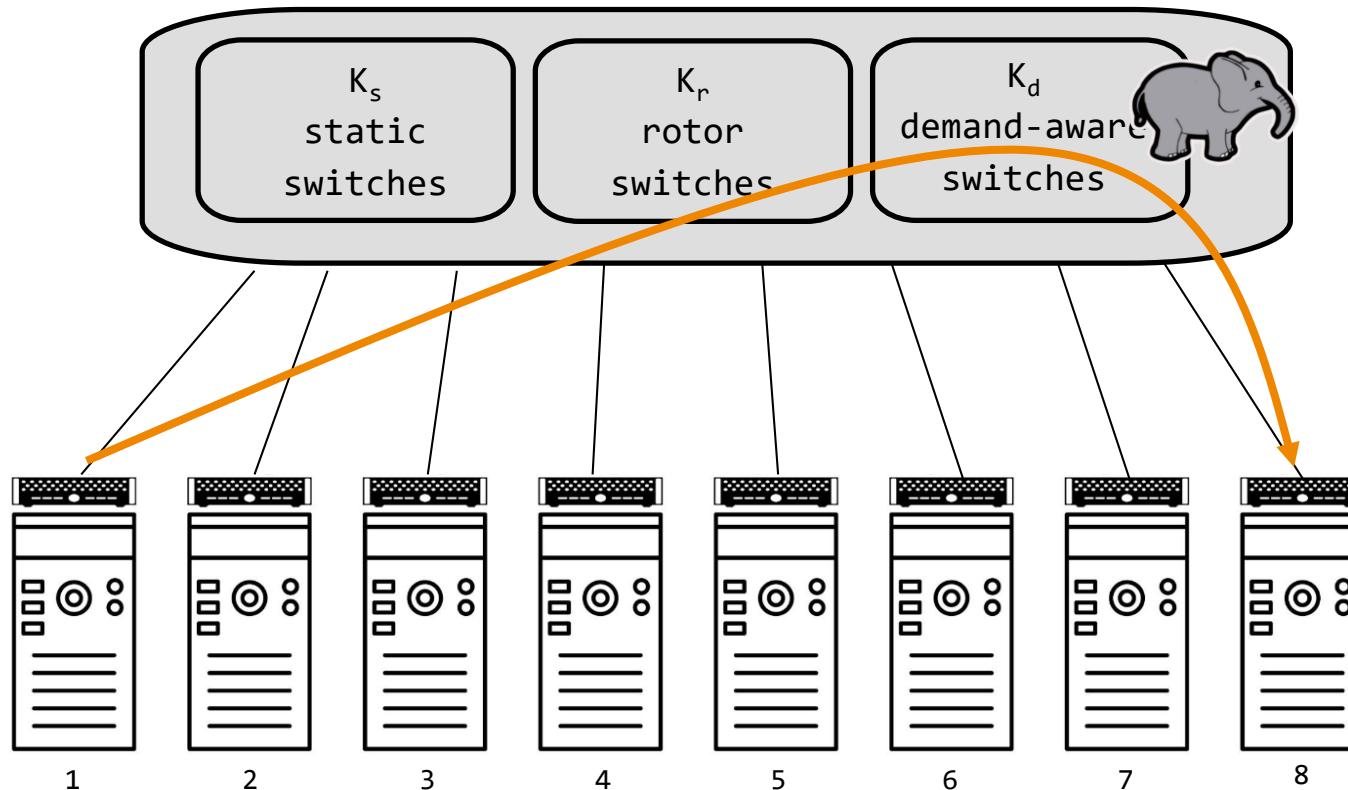
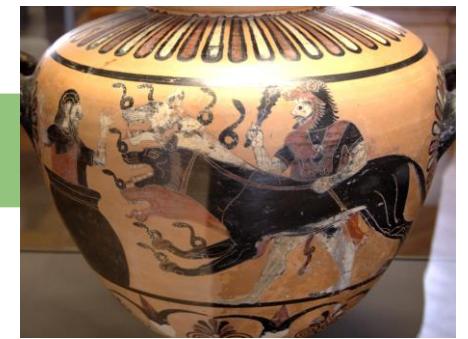
Scheduling: Small flows go via static switches...

Cerberus



Scheduling: ... medium flows via rotor switches...

Cerberus



Scheduling: ... and **large flows** via demand-aware switches
(if one available, otherwise via rotor).

Throughput Analysis

Demand Matrix

T

	1	2	3	4	5	6	7	8
1								
2								
3								
4								
5								
6								
7								
8								

Metric: throughput
of a **demand matrix...**

Throughput Analysis

Demand Matrix

$$T \times \theta(T)$$

A 8x8 demand matrix with red non-zero entries. The matrix has the following non-zero elements:

	1	2	3	4	5	6	7	8
1								
2								
3								
4								
5								
6								
7								
8								

Metric: throughput
of a **demand matrix**...

... is the maximal scale
down **factor** by which
traffic is **feasible**.

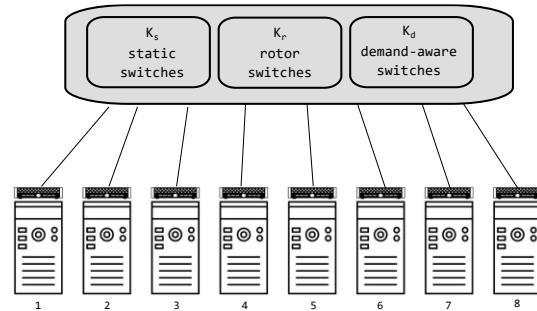
Throughput Analysis

Demand Matrix

T

	1	2	3	4	5	6	7	8
1								
2								
3								
4								
5								
6								
7								
8								

$\times \theta(T) \Rightarrow$



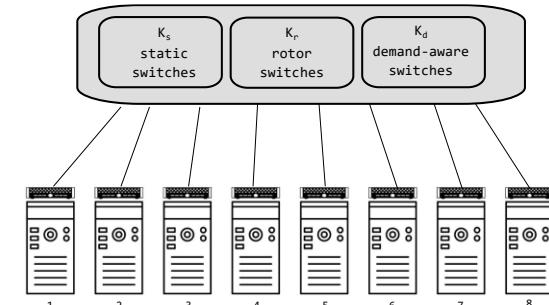
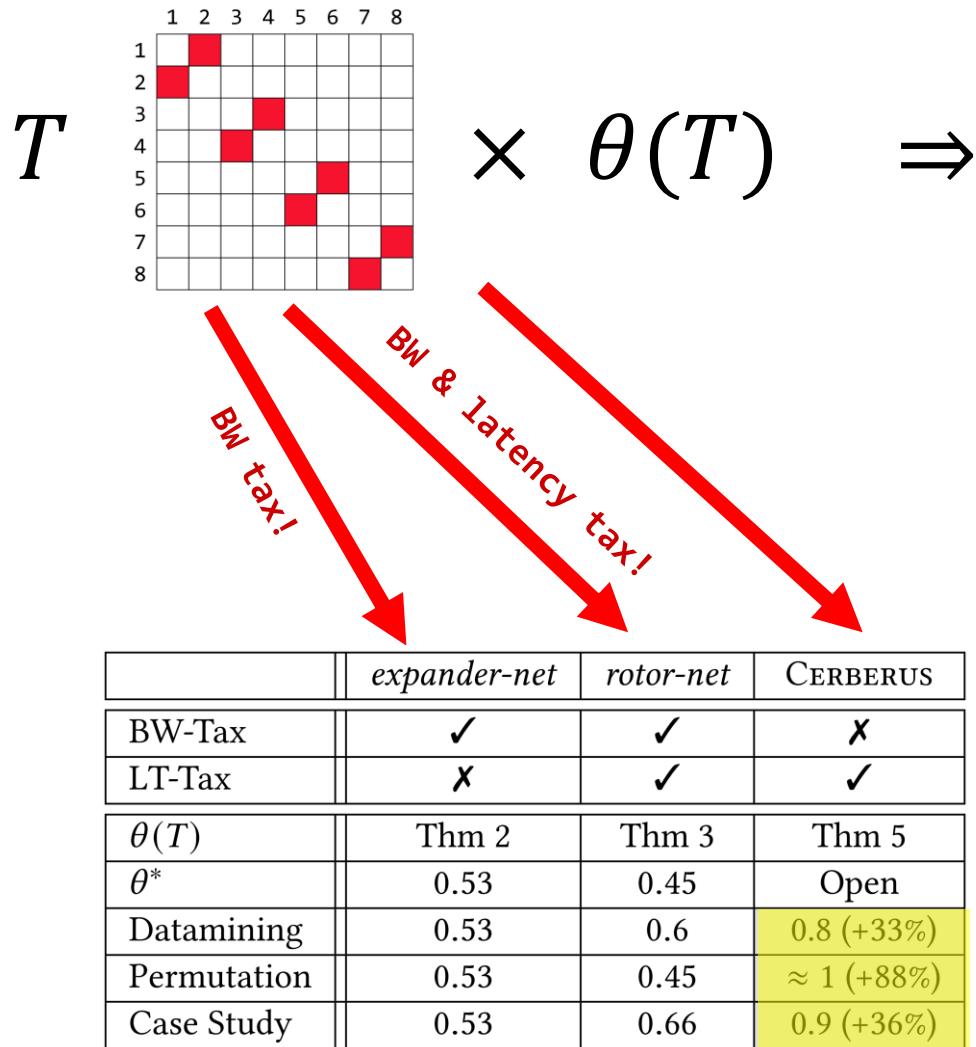
Metric: throughput
of a **demand matrix**...

... is the maximal scale
down **factor** by which
traffic is **feasible**.

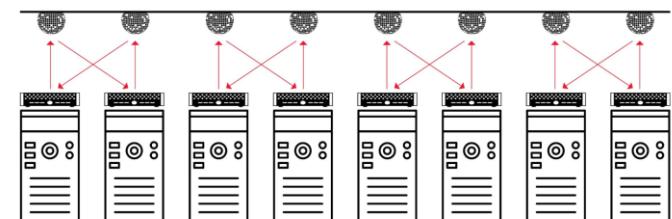
Throughput of network θ^* :
worst case T

Throughput Analysis

Demand Matrix

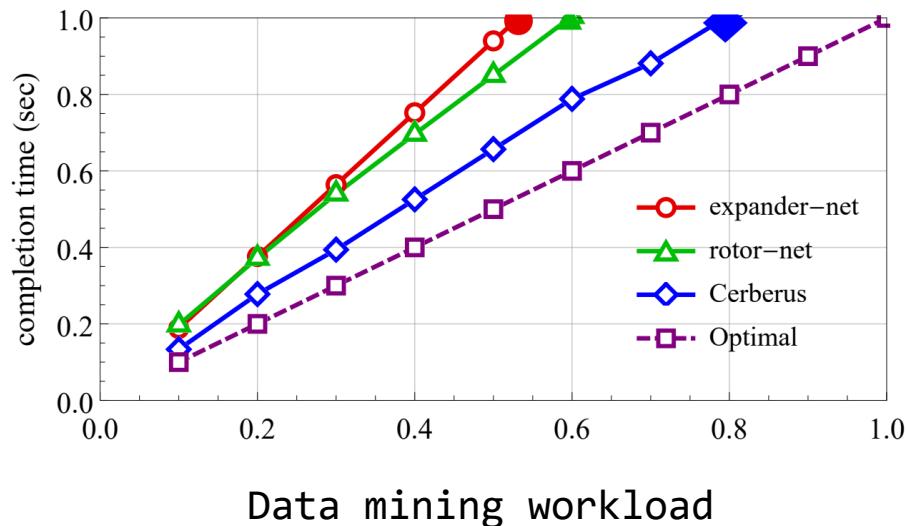


Worst demand matrix for static and rotor: **permutation**. Best case for demand-aware!



Completion Time

- Demand completion time: How long does it take to serve a demand matrix?



- Also useful in analysis: throughput can be computed more easily via demand completion time.

Conclusion

- Diverse traffic requires diverse technologies
- Cerberus aims to assign traffic to its best topology
 - Depending on flow size
- Many challenges
 - Impact on routing and congestion control
 - Sensitivity analysis
 - Prototyping



Thank you!

Websites

SELF-ADJUSTING NETWORKS
RESEARCH ON SELF-ADJUSTING DEMAND-AWARE NETWORKS

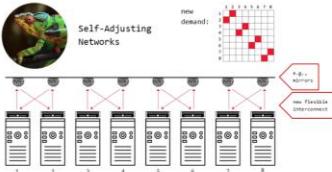
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AdjustNet

Breaking new ground with demand-aware self-adjusting networks

Our Vision:
Flexible and Demand-Aware Topologies



WEBSITE LAUNCHED!
MARCH 17, 2020

This site provides an overview of our ongoing research on the foundations of self-adjusting networks.

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<http://self-adjusting.net/>
Project website

TRACE COLLECTION
WAN AND DC NETWORK TRACES

Publication Team Download Traces Contact Us



The following table lists the traces used in the publication: **On the Complexity of Traffic Traces and Implications**
To reference this website, please use: bibtex

File Name	Source Information	Type	Lines	Size	Download
exact_BoxLib_MultiGrid_C_Large_1024.csv	High Performance Computing Traces	Traces	17 947 800	151.3 MB	Download
exact_BoxLib_CNS_NoSpec_Large_1024.csv	High Performance Computing Traces	Traces	1 108 068	9.3 MB	Download
cesar_Nekbone_1024.csv	High Performance Computing Traces	Traces	21 745 229	184.0 MB	Download

<https://trace-collection.net/>
Trace collection website

Further Reading

Static DAN

Demand-Aware Network Designs of Bounded Degree

Chen Avin Kaushik Mondal Stefan Schmid

Abstract Traditionally, networks such as datacenter interconnects are designed to optimize worst-case performance under *arbitrary* traffic patterns. Such network designs can however be far from optimal when considering the *actual* workloads and traffic patterns which they serve. We highlight and initiate the development of demand-aware datacenter interconnects which can be reconfigured depending on the workload.

Motivated by these trends, this paper initiates the algorithmic study of demand-aware networks (DANs), and in particular the design of bounded-degree networks. The inputs to the network design problem are a discrete communication request distribution, \mathcal{D} , define over communicating pairs from the node set V , and a bound, Δ , on the maximum degree. In turn, our objective is to design an (undirected) demand-aware network $N = (V, E)$ of bounded-degree Δ which provides short paths between nodes from the same communication nodes distributed across N . In particular, the designed network should minimize the *expected path length* on N ($\text{swtch_resnet}(N, \mathcal{D})$, which is a basic measure of the

1 Introduction

The problem studied in this paper is motivated by the advent of more flexible datacenter interconnects, such as ProjectToR [29, 31]. These switches are able to overcome the disadvantages of traditional datacenter network designs—the fact that network designers must decide in advance on how much capacity to provision between electrical packet switches, e.g., between Top-of-Rack (ToR) switches in datacenters. This leads to an undesirable tradeoff [42]: either capacity is over-provisioned and therefore the interconnects expensive (e.g., a fat-tree provides full-bisection bandwidth), or one may risk capacity reduction in a poor electrical power consumption performance. Accordingly, systems such as ProjectToR provide a reconfigurable interconnect, allowing to establish links flexibly and in a *demand-aware* manner. For example, direct links or at least short communication paths can be established between frequently communicating ToR switches. Such links can be implemented using a bounded number of lasers, mirrors,

Robust DAN

rDAN: Toward Robust Demand-Aware Network Designs

Chen Avin¹ Alexandr Hercules¹ Andreas Loukas² Stefan Schmid³
¹ Ben-Gurion University, IL ² EPFL, CH ³ University of Vienna, AT & TU Berlin, DE

Abstract

We currently witness the emergence of interesting new network topologies optimized towards the traffic matrices they serve, such as demand-aware datacenter interconnects (e.g., ProjecToR) and demand-aware peer-to-peer overlay networks (e.g., SplayNets). This paper introduces a formal framework and approach to reason about and design robust demand-aware networks (DAN). In particular, we establish a connection between the communication frequency of two nodes and the path length between them in the network, and show that this relationship depends on the *entropy* of the communication matrix. Our main contribution is a novel robust, yet sparse, family of networks, short rDANs, which guarantees an expected path length that is proportional to the entropy of the communication patterns.

Overview: Models

Toward Demand-Aware Networking: A Theory for Self-Adjusting Networks

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Stefan Schmid
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This article is an editorial note submitted to CCR. It has NOT been peer reviewed.
The authors take full responsibility for this article's technical content. Comments can be posted through CCR Online.

ABSTRACT

The physical topology is emerging as the next frontier in an ongoing effort to render communication networks more flexible. While first empirical results indicate that these flexibilities can be exploited to reconfigure and optimize the network toward the workload it serves and, e.g., providing the same bandwidth at lower infrastructure cost, only little is known today about the fundamental algorithmic problems underlying the design of reconfigurable networks. This paper initiates the study of the theory of demand-aware, self-adjusting networks. Our main position is that self-adjusting networks should be seen through the lens of self-adjusting datastructures. Accordingly, we present a taxonomy classifying the different algorithmic models of demand-oblivious, fixed demand-aware, and reconfigurable demand-aware networks, introduce a formal model, and identify objectives and evaluation metrics. We also demonstrate by examples the inherent



Figure 1: Taxonomy of topology optimization

design of efficient datacenter networks has received much attention over the last years. The topologies underlying modern datacenter networks range from trees [7, 8] over hypercubes [9, 10] to expander networks [11] and provide high connectivity at low cost [1].

Until now, these networks also have in common that their topology is *fixed* and *oblivious* to the actual demand (i.e.,

Dynamic DAN

SplayNet: Towards Locally Self-Adjusting Networks

Stefan Schmid¹, Chen Avin^{*,}, Christian Scheideler, Michael Borokhovich, Bernhard Haeupler, Zvi Lotker

Abstract—This paper initiates the study of locally self-adjusting networks: networks whose topology adapts dynamically and in a decentralized manner, to the communication pattern σ . Our vision can be seen as a distributed generalization of self-adjusting networks introduced by Sevcik and Tarjan [22].

In contrast to their splay trees which dynamically optimize the lookup costs from a single *node* (namely the tree root), we seek to minimize the *routing cost* between arbitrary *communication pairs* in the network.

As a first step, we study distributed binary search trees (BSTs), which are often used for routing of greedy routing. We propose a simple model which captures the fundamental tradeoff between the benefits and costs of adjusting networks. We present the SplayNet algorithm and formally analyze its performance. We prove its optimality in terms of routing cost. We also introduce local routing techniques based on internal edge expansion, to study the limitations of any demand-optimized network. Finally, we extend our study to multi-tree networks and highlight an intriguing difference between classic and distributed splay trees.

1. INTRODUCTION

In the 1980s, Sevcik and Tarjan [22] proposed an appealing new paradigm to design efficient Binary Search Tree (BST) datastructures: rather than optimizing traditional metrics such

toward static metrics, such as the diameter or the length of the longest route, the self-adjusting paradigm has not spilled over to distributed networks yet.

We in this paper, initiate the study of a distributed generalization of self-adjusting datastructures. This is a non-trivial generalization of the classic splay tree concept: While in classic splay trees the root is the only node which is adjusted, here, the tree root, distributed datastructures and networks such as skip graphs [2], [13] have to support *routing requests* between arbitrary pairs (*or peers*) of communicating nodes; in other words, both the source as well as the destination of the requests become variable. Figure 1 illustrates the difference between classic and distributed binary search trees.

In this paper, we ask: Can we reap similar benefits from self-adjusting *entire networks*, by only increasing the distance between the source and destination nodes?

As a first step, we explore fully decentralized and self-adjusting Binary Search Tree networks: in these networks, nodes are arranged in a binary tree which respects node identifiers. A BST topology is attractive as it supports greedy routing: a node can decide locally to which port to forward a request given its destination address.

Static Optimality

ReNets: Toward Statically Optimal Self-Adjusting Networks

Chen Avin¹ Stefan Schmid²
¹ Ben Gurion University, Israel ² University of Vienna, Austria

Abstract

This paper studies the design of *self-adjusting* networks whose topology dynamically adapts to the workload, in an *online* and *demand-aware* manner. This problem is motivated by emerging optical technologies which allow to reconfigure the datacenter topology at runtime. Our main contribution is *ReNet*, a self-adjusting network which maintains a balance between the benefits and costs of reconfigurations. In particular, we show that *ReNets* are *statically optimal* for arbitrary sparse communication demands, i.e., perform at least as good as any fixed demand-aware network designed with a perfect knowledge of the *future* demand. Furthermore, *ReNets* provide *compact* and *local routing*, by leveraging ideas from self-adjusting datastructures.

1 Introduction

Modern datacenter networks rely on efficient network topologies (based on fat-trees [1], hypercubes [2, 3], or expander [4] graphs) to provide a high connectivity at low cost [5]. These datacenter networks have in common that their topology is *fixed* and *oblivious* to the actual demand (i.e., workload or communication pattern) they currently serve. Rather, they are designed for all-to-all communication patterns, by ensuring properties such as full bisection bandwidth or $O(\log n)$ route lengths between any node pair in a constant-degree n -node network. However, demand-oblivious networks can be inefficient for more specific demand patterns, as they usually arise in *concurrent* scenarios. Empirical studies show that traffic patterns in datacenters are often

Concurrent DANs

CBNet: Minimizing Adjustments in Concurrent Demand-Aware Tree Networks

Otávio Augusto de Oliveira Souza¹ Olga Goussevskaya¹ Stefan Schmid²
¹ Universidade Federal de Minas Gerais, Brazil ² University of Vienna, Austria

Abstract—This paper studies the design of demand-aware network topologies networks that dynamically adapt themselves toward the demand they currently serve, in an *online* manner. While demand-aware networks may be significantly more efficient than demand-oblivious ones, frequent reconfigurations are still costly. Furthermore, a centralized controller of such networks may become a bottleneck.

CBNet is based on concepts from self-adjusting data structures, and in particular, CBTrees [12]. CBTrees gradually adjust the network topology toward the communication pattern in an online manner, i.e., without previous knowledge of the demand distribution. At the same time, *bidirectional semi-splaying* and counters are used to maintain state, minimize reconfigurations

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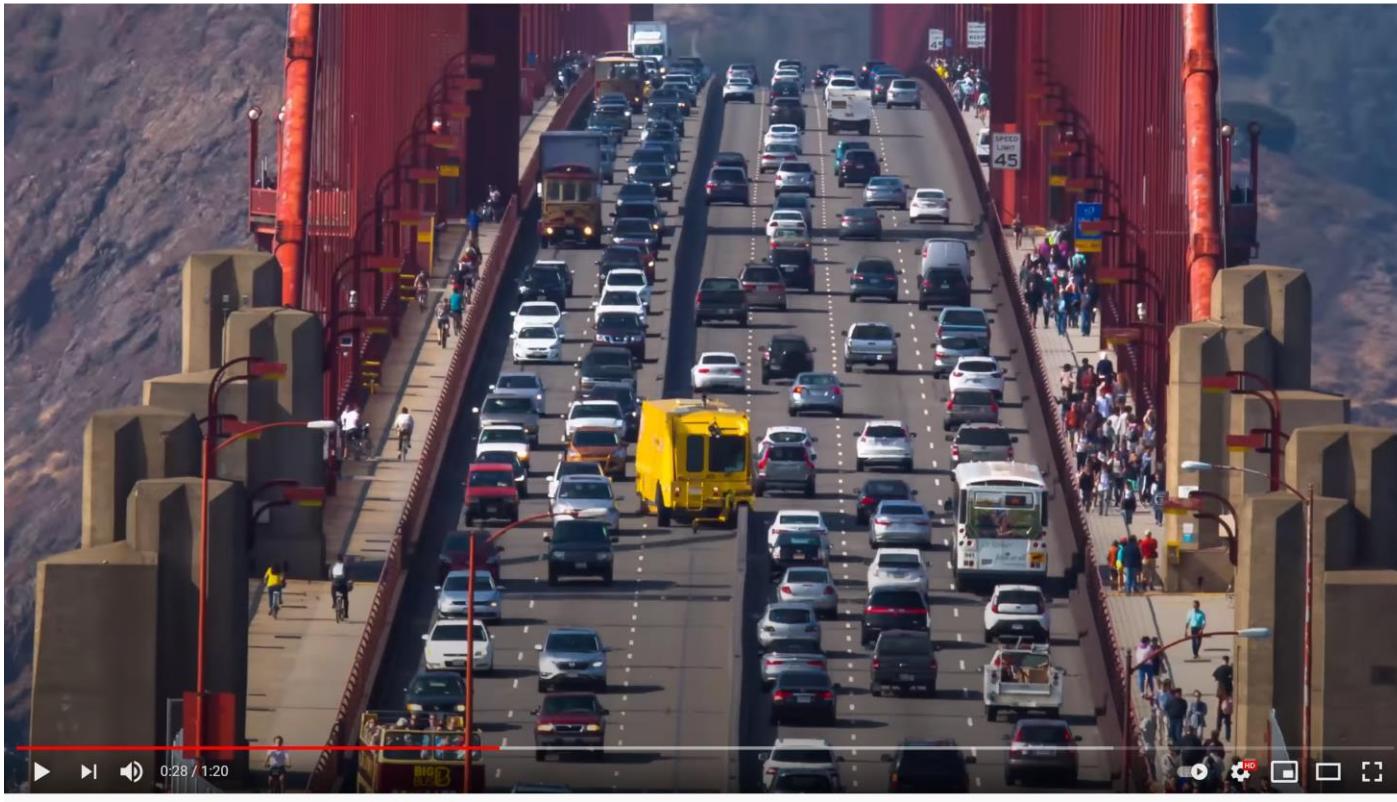
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Bonus Material



Hogwarts Stair

Bonus Material



Golden Gate Zipper

Bonus Material

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Reconfigurable Optical Networks Will Move Supercomputer Data 100X Faster

Newly designed HPC network cards and software that reshapes topologies on-the-fly will be key to success

By Michelle Hampson

Photo illustration: Chuttersnap

In HPC